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PRIMAL RAGE: BETTER THAN MORTAL KOMBAT 2?

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PRIMAL RAGE

NUMBER 62

Display until October 4, 1994

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September, 1994
Volume 7, Issue 9

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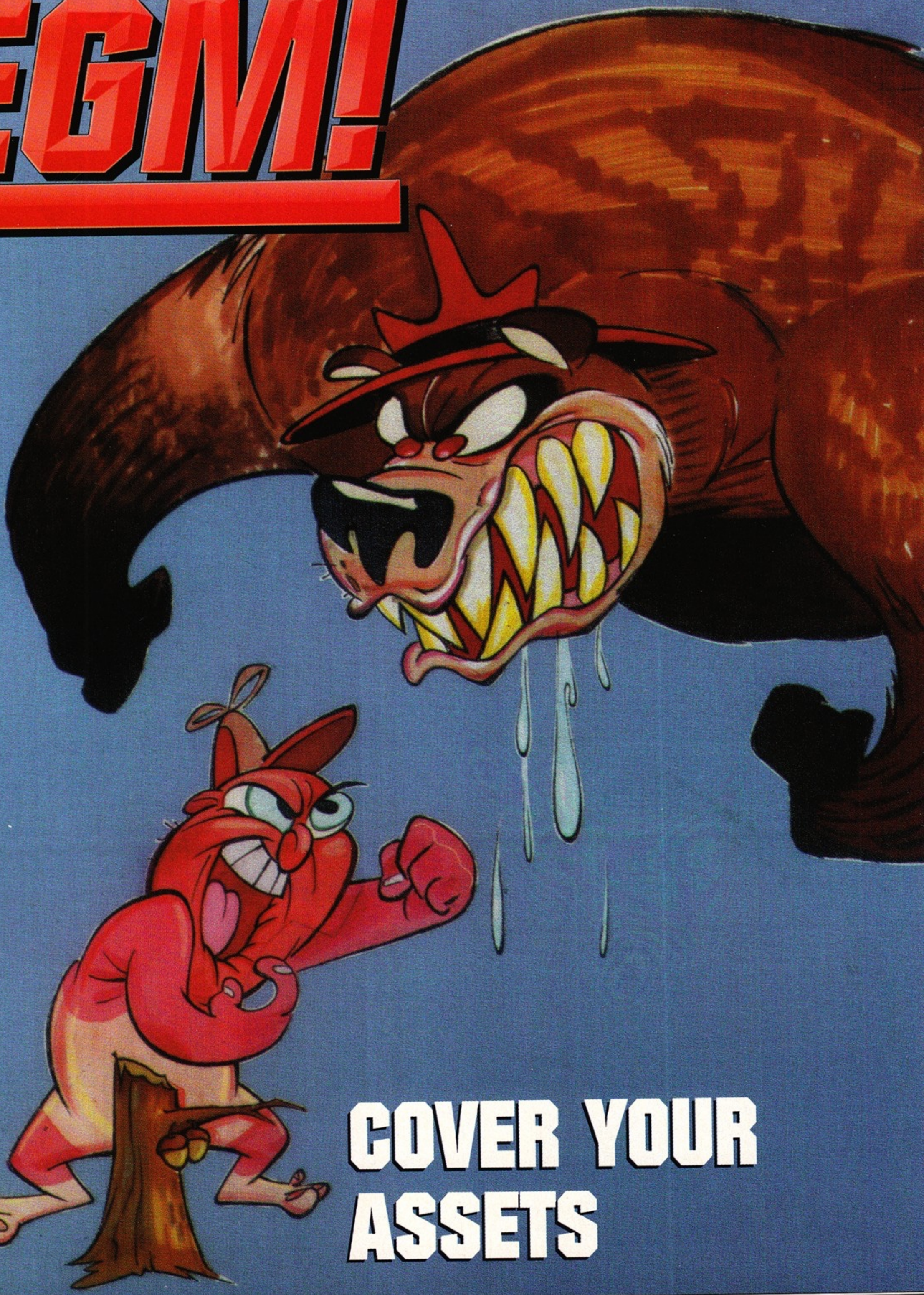


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"HOW COULD YOU DO THIS?"

No matter how many people look at the same issue of *EGM*, they will each have their own view of what's written. No matter how many letters we receive indicting us for saying that Nintendo can do no wrong, we get just as many that say our motives should be questioned because we exclusively heap praise on Sega as the only company that can do things right.

Recently, I was witness to this type of individual interpretation when I casually drifted through the topics of a national bulletin board service. There was an enormous amount of banter concerning the last issue of *EGM* and a decision made by the Review Crew to gauge their opinions on Capcom's latest Street Fighter entry on the abundant similarities to previous installments of the game. While many agreed with the assessment of the reviewers that Street Fighter, unlike other fighter series, had failed to enhance the original enough to warrant an additional purchase, many felt the direction was totally inappropriate.

"How could they do this?" wrote one on-line scribe. Many echoed these sentiments and questioned how a Game Boy game could win the "Game of the Month," award when the latest SF entry was clearly so much better.

The answer is simple. Given the following that the Street Fighter franchise has among players (look at the number of times *EGM* has featured the game on its cover), Capcom has occupied the enviable position of deciding on whether or not to create minor upgrades to the classic game or to expand on the concept in its totality. As is evidenced by the three separate versions of the game that are currently in circulation for the Super NES, Capcom has provided minor upgrades that, from the perspective of the reviewers that have been chosen to play them, have unfortunately become repetitive.

Sure, Super Street Fighter is a superior game to earlier efforts that got better scores, but if you go back a couple of years you'll see that Monaco GP got incredible ratings upon its release. Would that game garner the same 9's and 10's it received in 1992? Does the fact that the latest addition to the SF2 saga has new play elements automatically translate into an experience deserving of a higher score? Obviously, as the scores themselves illustrated last month, it does not. We employ separate reviewers to each independently look at carts to provide a variety of opinions and insure that no one person has the ability to flack a game. The benefits of this system are clearly evident.

So is it wrong that the Review Crew used their wealth of background knowledge and experiences to come to the conclusions that were made? As has been said in this space before, they rate each game on its own merits, but it would be just as unfair for them to ignore previous versions of the same game in their current critique as it would for them to be expected to give Monaco GP the ratings it received when it was released.

Why am I taking Ed's space in the editor's column this month? It's not solely to explain how expectations change over time, but to also highlight what Capcom did in response to the reviews this new game received. And it is that story I will relate to you next month...

Steve Harris
Publisher

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EGM!

SEPTEMBER / 1994 / VOLUME 8 / ISSUE 9 / NUMBER 62

114 **FEEL THE FORCE WITH EGM'S SPECIAL COVERAGE OF THE HOTTEST CART FROM THE HIT TRILOGY!**

Witness the mighty power of the evil Empire in *EGM*'s in-depth coverage of Super Return of the Jedi. Star Wars fans will be amazed at the four action-packed pages devoted to this smash hit. Play as characters from the movie, including the cute Ewoks. The 3-D scenes will blow you away as you pilot the Millenium Falcon or cruise on a speeder race! Behold the showdown between Luke, Darth Vader, and the Emperor! Are you ready Jedi knights?





120 **LET'S GET PRIMAL! PRIMAL RAGE SMASHES INTO THE ARCADES.**

Time Warner lets gamers' true natures be unleashed and *EGM* has the scoop! Primal Rage allows players to choose from seven fantasy beasts like a giant ape. This game even utilizes a stop-motion animation that gives characters lifelike movements. Check it out!

158 **SEGA LETS THE HEDGEHOG OUT OF THE BAG THIS CHRISTMAS SEASON WITH SONIC & KNUCKLES!**

EGM is privy to hot Sonic secrets in the new game Sonic & Knuckles to be released this Christmas! Although it's an add-on cart that plugs in between the Sonic 3 game and the Genesis, it activates more features. Packed into this issue we highlight the hidden levels, new techniques, and even a special guest player—Knuckles the Echidna. "What's an Echidna?" you ask. Find out inside *EGM*!



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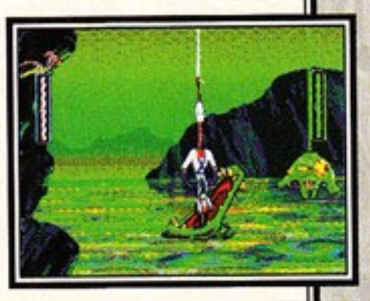
OCTOBER, 1994

CONTENTS

GAMES DIRECTORY

Acme Animation Factory	106	Ken Griffey, Jr.	96
Aero Fighters 2	64	Knights of the Sky	102
Alone in the Dark	38,176	Mega Turrican	94
Ardy Lightfoot	111	Mickey Mania	164-65
Battlecorps	36	National Hockey Night	130
Beavis & Butt-head	140-41,190	OB Club	72
Blackthorne	28	Operation Thunderbolt	156
Blue Brothers	38,186	Osu! Karate Club	80,82
Brainlord	32	Pac-Man 2	142-43
Breath of Fire	70	Pirates of Darkwater	96
Bubsy 2	144-45	Pitfall	104
Cannondale Cup	127	Power Instinct	168
Chavez	92	Power Monger	36
Chip & Dale 2	94	Power Rangers	32, 108
Civilization	154	R-Type III	32,146-47
Clay Fighter	32	Sat. Slammasters	88,111
Cliffhanger	88	Shining Force	38
Contra	106	Shining Force II	36
Darkstalkers	62	Sonic & Knuckles	158-59
Death/Return Superman	32	Sonic Triple Trouble	188-89
Demolition Man	179	Sound Fantasy	68
Dimo's Quest	180	Sparkster	160-61
Dotchers	70	Spike McFang	86
Dragonslayer	72	Star Control	174-75
Dynamite Headdy	36,38,94	Star Trek: TNG	94
Earthworm Jim	162-63	Stone Protectors	152
Elite Soccer	128,132	Stunt Race FX	88,96
Equinox	94	Sunday Night NFL	129
Eye of the Beholder	36,172	Super Metroid	92,96
F115 Strike Eagle 2	192	Super RBI	104
FIFA	94,106	Super SF 2	36,88,92
Firemen	76,78	Taz	36
Fire Team Rogue	150	Tiny Toons	132
Galactic Defenders	100	Viewpoint	170
GEX	178	Virtua Racing	94
GP-1RS Rapid Stream	131	Virtual Bart	104
Great Circus Mystery	138-39	Vortex	148-49
Gridders	38	Way of the Warrior	38
Hagane	102	Wing War	58
Horde, The	88	X-Men	108
Jeopardy!	96,182	Yogi Bear	32,38,184
Jurassic Park	96	Yum Yum	72
Jurassic Park 2	102	Zero Tolerance	32
Kendo Rage 2	70		





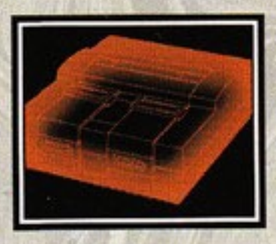




DEPARTMENTS

INTRO TO EGM!	4,5
INSERT COIN	6
INTERFACE: LETTERS TO THE EDITOR	14-24
REVIEW CREW	28-38
EGM'S HOT TOP TENS	42,44
GAMING GOSSIP	48
PRESS START	52,54
ARCADE ACTION	58-64
INTERNATIONAL OUTLOOK	68-82
TRICKS OF THE TRADE	86-96
NEXT WAVE	100-111
SPECIAL FEATURE	114-123
SPORTS	126-132
CONTESTS (Acclaim, JVC, Williams)	135,137,169,
CONTESTS (FCI, Acclaim)	194,196
LIFESTYLES	198-201
AD INDEX	202

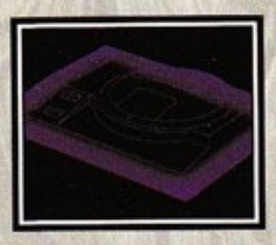
FACT FILES



SUPER NES TIMES

Tired of watching the O.J. Simpson trial? Jump into Super NES action with the latest carts, such as Vortex, R-Type III, Fire Team Rogue, Stone Protectors, Operation Thunderbolt, Beavis & Butt-head, and Pac-Man 2!

138-156





OUTPOST SEGA

With a new school year around the corner, it isn't too late to start jamming on new Sega games. Play hot carts like Viewpoint, Sonic & Knuckles, and Earthworm Jim.

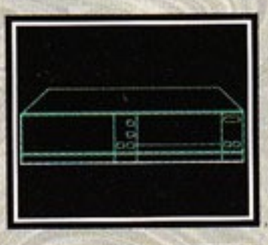
158-172



PLANET 3DO

Seek out the answers in Star Control.

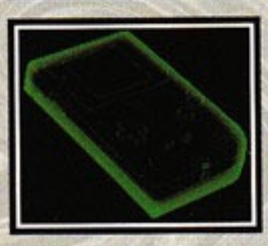
174-179



CD-i ACTION

Jeopardy! What is the best quiz game?

180-182



CLUB GAME BOY

Travel with the smarter than average bear.

184-186



SUPER GEAR

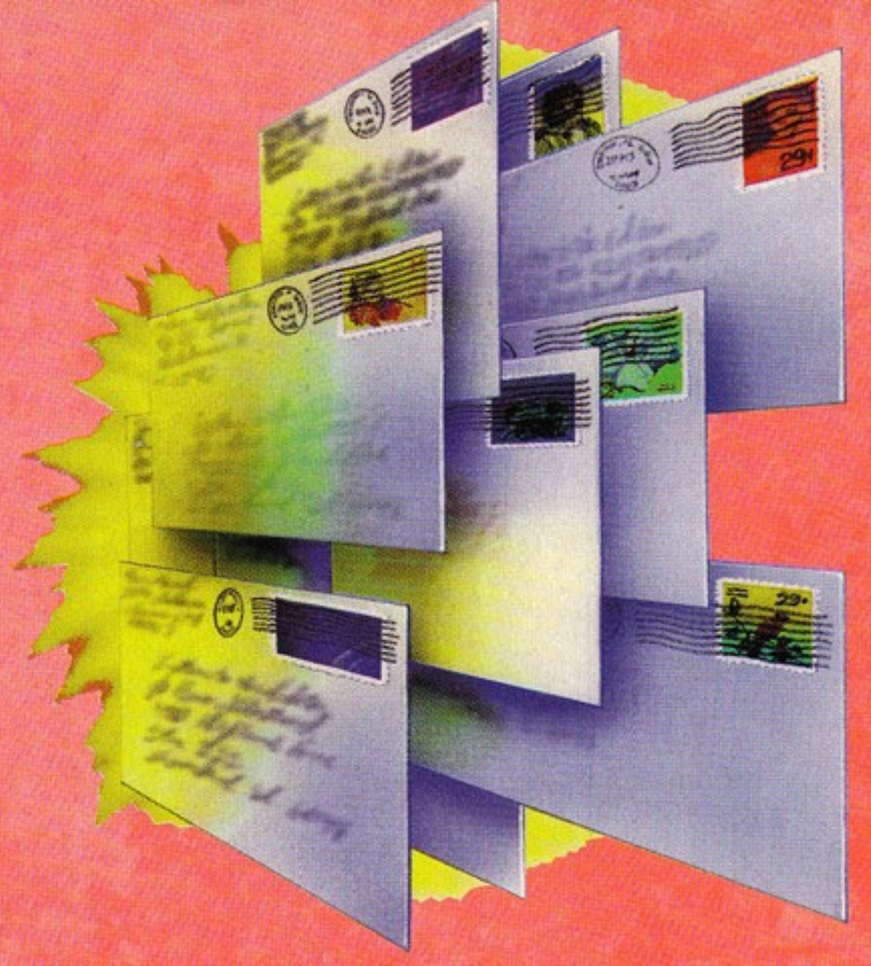
Get into triple the trouble with Sonic!

188-192



Two's company.

INTERFACE
LETTERS TO THE EDITOR



This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! Not only that, but we respond to your rants & raves with mind-boggling answers. I must say DV, you have an eye! So, send in those letters before I go berserk! "STOP THE HUMANOID!" Send your What Ifs, Sword Is, and Sequel Storm stuff to INTERFACE as well. Oh yeah, and we can't answer your letters, even if you do include a SASE, and subscriptions don't go here either. Knoah, I'm wearing that shirt, but it's a bit too big for me. You are 2 Cool man. If you're reading this, then you must be nuts...

SEND YOUR LETTERS TO...

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LETTER OF THE MONTH!

ACCESSORY ATTRACTION

I know this isn't exactly your area of expertise, but I've seen a lot of new accessories for the Genesis and the Sega CD (such as the Activator, Jukebox, etc.), but none new for the Super NES, Game Boy, or NES. I own a Super NES and a Game Boy and I'm very disappointed with Nintendo's lack of accessories. The closest thing I've seen Nintendo release lately is the Super Game Boy, which, I might add, did not get a big "WHOOPEE" from me. It's been two years since Nintendo came out with a new accessory. What's going on here? Are Sega's designers just more creative, or is Nintendo putting its feet up on the desk and thinking, "I got it made, I'm killing Sega in the sales." You probably won't print this, but if you do, I'd love a response.

David Schenbeck
Kennesaw, GA

(Ed. Nintendo has brought out a few new accessories, but they have gone unnoticed. Nintendo has more experience with the success and failure of a new add-on. Take for instance Nintendo's first few accessories for the NES, the R.O.B. robot, and the Zapper light gun. The games made for these were few, and they were not as popular as Nintendo might have liked. The R.O.B. had two games, Gyromite and Stack-Up. Nintendo also released the Power Pad for the NES. That too, did not go over as well. Nintendo, unlike Sega, can rely on third parties for accessories. Remember the Power Glove and U-Force? The Jukebox you mention is also being made for the SUPER NES. Third parties like Naki, Nuby, and Ascii release joysticks, battery packs, carrying cases, etc. The Super NES has had the Super Scope, the Mouse, and the SGB. Sega's Activator is selling as a novelty piece, and at its price, it's not exactly a great value (with Eternal Champions, it's more than the price of the Genesis system. When Nintendo's got something good, they put it out.)



Nintendo's Super Game Boy is a chance to rest your eyes.

ONE RPG WITH CHEESE TO GO

I am a true RPG fan. I play them all day and all night. My record playing is about 18 hours straight!! I read about these RPG games in magazines and they say these games contain weeks worth of playing time, yet, when I play them it takes me maybe a little more than a day. My favorite RPG so far is Lunar-The Silver Star. It had a great plot and a lot of good ideas put into it, but it didn't last long enough. I was wondering if you could tell me what the longest, most challenging RPG is and how much it costs. I'll play it and then I'll write back and tell you how it went. I have a Sega and I don't have a Super Nintendo. Thanks.

Jim Graham
Port Orchard, WA

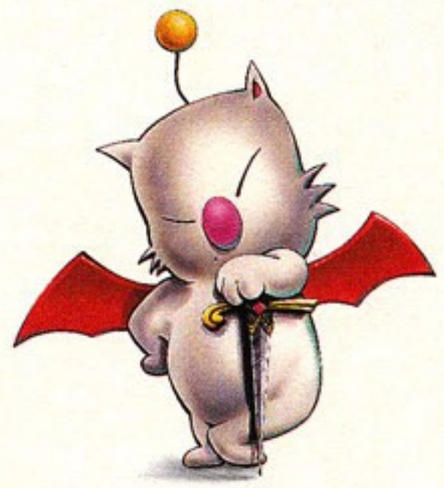
(Ed. Unfortunately, Sega has not made an RPG for a while, and their third party licensees don't seem to want to bring any over from Japan. We're lucky we even saw Lunar in this country. If you've tried all the Phantasy Star games on the Genesis (II, III, IV later this year), and Shining in the Darkness, Shining Force, Dark Wizard, and Landstalker, then there's nothing else. You might want to check out Working Design's new game, Vay. Lunar 2 may be coming out soon from them as well. The fact is that Sega and their licensees don't release these games, so you might want to turn to Nintendo for salvation. You can get a core Super NES for around $80, and then you can play the legendary Final Fantasy games, Breath of Fire, Secret of Mana, Zelda, Soulblazer, The Seventh Saga, and many others. The Super NES gets more RPGs than the Genesis, and usually, they are longer, unless you compare one to a big Sega CD RPG. Until Sega starts to give RPG gamers what they want and stops delaying these games, the SUPER NES is the best choice for RPGs.)



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INTERFACE
LETTERS TO THE EDITOR

CONVERSION AVERSION

I've bought many games for my Genesis and have enjoyed them, but what I want to know is this: the Super Nintendo is a far superior machine to the Genesis, so why are their games made to a lesser quality than what they could be? Take for instance NBA Jam. It has far superior graphics than the Genesis, yet they deleted some options that I really enjoyed in the Genesis version. One of which was the Auto Stat feature so you don't have to write down a password. Another thing is the music [in the Super NES version], the announcer's voice is muffled and unexcited and there is no background music. Isn't the Super Nintendo supposed to have better sound than the Genesis? Another thing is the control of the game play. Mortal Kombat on the Genesis has very ugly graphics but it feels more like the arcade. Why is that? I have no problems with Street Fighter so why is the control worse on Mortal Kombat? I mean if you have a better system to work with, why not make it better than the other system? Do the companies intentionally do this so the Genesis won't be blown away? If that is so then I would like to say thanks, since I don't own a Super Nintendo.

Hong Kaing
Alexandria, VA

The first time around with Mortal Kombat; Genesis, Super Nintendo, Game Gear, and even lowly Game Boy received their respective versions available on a cartridge format. Myself and millions of others had to wait patiently for the Sega CD release. I'd love to know why we were made to wait so long for a *slightly* improved MK.

If you thought that they (Acclaim/Arena) would have gotten their acts together for Sega CD owners regarding MKII's release this fall, you thought wrong. I AM [PEEVED]. Why are Sega CD owners once again being treated like stepchildren?! I would think that an initial release on CD only would cause many Mortal maniacs to loosen their purse strings and upgrade their Genesis or Nintendo to a Sega CD or CDX. Poor planning guys. Why are we being left out again?

James P. McGarry
Newark, NJ

(Ed. NBA Jam and Mortal Kombat were developed FOR Acclaim by two different development houses. Sculptured Software did the Super NES versions, and Probe worked on the Genesis and Sega CD versions. That was not the case with Capcom's Street Fighter II games, as Capcom developed both the Super NES and Genesis versions. When you have two development houses working on one title for different systems, there's the possibility of a few differences. For instance, Probe got the Genesis to perform well in the game play department, but not as good in the graphics and sound area. Whereas Sculptured did a great job on the Super NES version with the sound and graphics, but missed the game play mark by a bit. No company 'makes' a game play badly just so the other system will sell more. Both versions of MK and NBA Jam have sold well into the stratosphere. As for your question James, a CD platform is extremely difficult to program for. Especially a game like MK, an arcade translation that demands fast game play with no delays. Therefore, in order to maximize game play time and minimize loading time, Probe and Acclaim opted for the Genesis graphics with arcade sounds, etc. Of course, that won't appease Sega CD owners who waited so long for the closest possible translation. Acclaim has no current plans to release Mortal Kombat II on the Sega CD, but it is a possibility.)



Mortal Kombat on the Sega CD was disappointing to some gamers.



The Super NES version of the original MK had great graphics and sounds.

ASYLUM

LETTER OF THE MONTH!

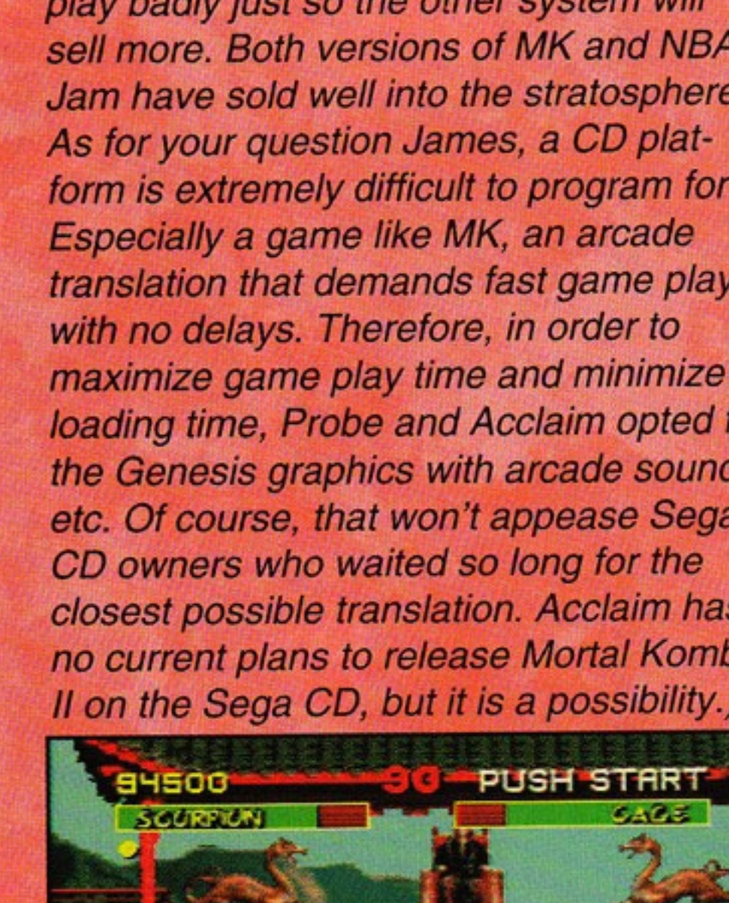
If you think you have what it takes to contribute to society, go write to *Newsweek*. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!

Dear EGM,
My sources have intercepted a secret letter between Midway and Acclaim. We believe that Acclaim is secretly working with Midway to produce a MORTAL KOMBAT 3!!! When we opened the letter we found a very impressive advertising jingle. Surprisingly it is played to the tune of "Be Our Guest." I carefully sealed the letter back together and sent the letter on its way back to Midway. We of course made copies. We are sending this to you free of charge because you are such a great magazine. We would like your opinion on the goods we have found.

MORTAL KOMBAT #3

Lookie there, can it be?
Mortal Kombat #3
A sadistic game of blood and gore and flesh for you and me
With a slash and a gnash throw what's left into the trash
And eat it up for luncheon with your family
And you'll laugh with glee
To see what's left of me
Splat my gut, crush my skull, smash my spleen

Be my guest, Be my guest
Rip my heart out of my chest
As we do the Mortal Kombat moves which we know are the best
Rip my nose off my face
Then Staple it back on in place
Stomp my eyeballs to a pulp upon the floor
Snap my spin in two
I really want you to
Chop me up
I'll come back for more.


Dear EGM,

My sources have intercepted a secret letter between Midway and Acclaim. We believe that Acclaim is secretly working with Midway to produce a MORTAL KOMBAT 3 !! When we opened the letter we found a very impressive advertising jingle. Surprisingly it is played to the tune of " Be Our Guest " I carefully sealed the letter back together and sent the letter on its way back to Midway. We of course made a copies. We are sending this to you free of charge because you are such a great magazine. We would like your opinion on the goods we have found.

MORTAL KOMBAT #3

LOOKIE THERE , CAN IT BE ?
MORTAL KOMBAT # 3
A SADISTIC GAME OF BLOOD AND GORE AND FLESH FOR YOU AND ME
WITH A SLASH AND A GNASH THROW WHATS LEFT INTO THE TRASH
AND EAT IT UP FOR LUNCHEON WITH YOUR FAMILY
AND YOU'LL LAUGH WITH GLEE
TO SEE WHAT'S LEFT OF ME
SPLAT MY GUT, CRASH MY SKULL, SMASH MY SPLEEN

BE MY GUEST BE MY GUEST
RIP MY HEART OUT OF MY CHEST
AS WE DO THE MORTAL KOMBAT MOVES WHICH WE KNOW ARE THE BEST
RIP MY NOSE OFF MY FACE
THEN STAPLE IT BACK ON IN PLACE
STOMP MY EYEBALLS TO A PULP UPON THE FLOOR
SNAP MY SPINE IN TWO
I REALLY WANT YOU TOO
CHOP ME UP
I'LL COME BACK FOR MORE .

As you can see this letter intercepted must be the secret plans for the MORTAL KOMBAT 3 marketing scheme. If you what any more information we will fax you the complete document.

Your Interplanetary Friends,

P.S. IF you want us to stop sending these letters remember there are three of us involved and we want three T-SHIRTS .

Thanks for intercepting the letter guys. We'll send your alter egos EGM T-shirts. Thanks for Steven New, Josh Martin, and Kevin Neese of Arlington, TX, for risking life and limb to deliver this letter safely and intact to our offices.

PUSH YOUR SEGA CD™ TO THE MAX!



Based on the elite *"Flying Nightmares"* Marine Harrier squadron, this game really pushes the envelope of CD technology.

Everything is state-of-the-art: Stunning 3D texture-mapped graphics. Intense full-motion video sequences. Internal, external and missile camera angles. Plus the hottest CD-quality sounds and special effects.

It all adds up to the most exciting combat flight simulator on Sega CD. Imagine the power under your command: Harrier jump jets that can turn on a dime and stop dead in midair. Laser-guided missiles, cluster bombs and radar-jamming pods.

It's enough to make your heart pound and palms sweat.

It'll also strain your brain. This just happens to be one intelligent action-adventure game as well.

FLYING NIGHTMARES. Pushing CD technology – and you – to the max.





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



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Sold exclusively in America by Time Warner Interactive, Inc. Phone 408-473-9400 for ordering information.

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Rated by V.R.C.
NOT YET RATED

INTERFACE
LETTERS TO THE EDITOR

WHEN PAC RULED THE EARTH

All this gripe about which system is better has gotten me thinking. I own over 180 games for the 7800/2600, eight games for the 5200, and nine Lynx games (and still collecting 2600, 5200, 7800 games by the way). What were the specifications of each of these systems? And as an extra challenge: please tell me the largest game in Megs (or fractions of Megs) of each system. Please be very complete and thorough.

Also, there are two 7800 games (at least) that use a light zapper. Would an old Sega Master System light phaser work with my 7800 or maybe vice versa?

Thanks! Keep up the excellent mag!

Andrew Dowler
Nolanville, TX

(Ed. In the old days, no one cared how many Megs a game was, or how many sprites could be on the screen at one time. It just wasn't a factor. What mattered in those days was that the game had a lot of play variations (skill levels), could accommodate other players, and if it sounded cool or not. But, that's not going to answer your question. I asked a few game collectors if they knew, and they told me straight out of the 2600/7800/5200 developer's guide. All of the above mentioned systems are 8-Bit, using a family of 6502 processors at their heart. Today's Super NES, Lynx, NES, and Duo systems use a variant of this very same family. The 2600 uses a 6507, and can address up to 8k, with a maximum cart size of 32k (rumor has it Road Runner for the 2600 is 32k, the largest 2600/7800 game ever made). The resolution is higher than you might think: 160x192. The 5200 uses a 6502 family chip as well, the same one used in Atari's 400 and 800 computers. It has a special TIA (Television Interface Adapter) that controls the brightness and the background. It also contained a 6532 chip, a "Riot Chip" as it was dubbed, which has usable RAM in it. It would control the timer on certain games, and the controller in/out functions. The 7800 uses a custom chip called the 6502C, developed by Atari so that the 7800 can accommodate 2600 games. The 7800 has 64k addressing, and 4k of RAM. It could display 25 colors out of a palette of 256. Each sprite could have three colors with background. Since the 2600/7800 and Master System have the same pins for controllers, it's possible that what you mention would work, but try it first. For more information about games of the past, you may want to check out a new book by author Leonard Herman, called Phoenix: The Rise and Fall of Home Video Games. *It's very informative and costs only $14, that includes shipping and handling. Make checks out to Leonard Herman, and send it to Phoenix, P.O. Box 3814, Union, NJ 07083-1891.)*

THE END IS NEVER PRETTY

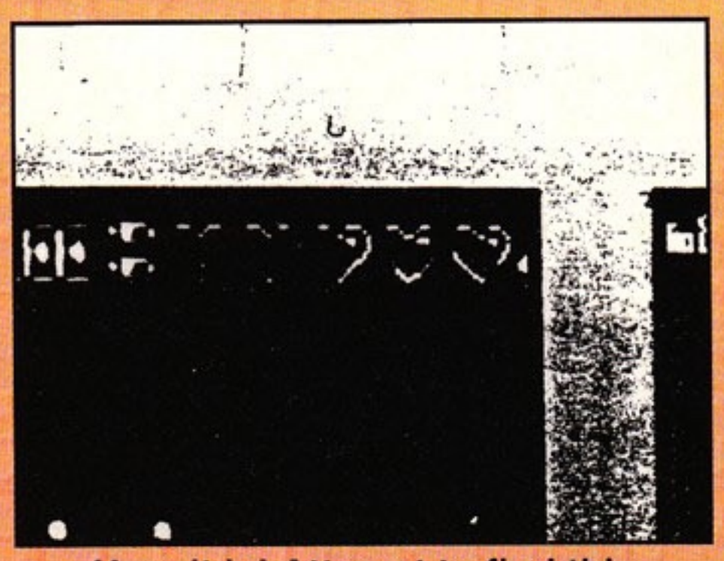
Why is it that so many great games have such sorry endings? To top the list is Super Metroid by Nintendo, now one of my favorite games—great game play, but the ending is the weakest ending I've seen—even with 100 percent item collection rate and a time of 2:59. Some other great games with weak endings include Metroid 2-Return of Samus (Game Boy), Fatal Fury 2 (Super NES), RoboCop Vs. Terminator, & Firepower 2000.

Mark Cooper
Houston, TX

(Ed. Endings are a dying breed. Maybe this letter is something that the video game companies should take a serious look at. Others who feel the same way as you do have been complaining about the long, drawn out credit scenes that take up 75 percent or more of the ending. In Sonic 3, for example. Sure, it's important to know who's behind the game, but I'd rather see at least two minutes of ending for two minutes of credits.)

BAD PHOTOCOPY CONTEST!

A new feature to *EGM* is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800% and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!



Here it is! Attempt to find this picture in the magazine, if you can!

WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...the Clay Fighters hardened?
Jacob Crane, Peoria, AZ

...Princess Toadstool caught Mario with another princess?
Steven Martinez, El Paso, TX

...Jax retired from Mortal Kombat II and became a chiropractor? ...Baraka quit Mortal Kombat II to become a barber?
Matt Clark, Arden, NC

...Shang Tsung morphed into Yoshi, ate Mario, morphed back, and had a baby which looked like Mario?
Jack Lui, Honolulu, HI

...Goro's mom came down to Earth, grabbed him by the ear, spanked him and said, "Bad boy"?
Robert VanOver, Havelock, NC

...Baraka had to scratch his head?
Justin Garnett, Bloomfield, CT

...Pac-Man finally got full?
Mike "Big Mac" Gabinelli, Seymour, CT

...Fievel went east?
Kelvin Love, Joliet, IL

...EGM stood for Educational Guide to Mathematics?!
Vini Gutierrez, Kensington, MD

...O.J. Simpson had his own video game based on his trial?
Matt Munson, Ontario, CA

...Raiden blew a fuse?
Kyle Kohlbacher, Centerville, OH

...Michael Jordan had his own baseball game?
Daren Donafrio, Eatontown, NJ

Send your 'What If's' to:
EGM What If's
1920 Highland Ave. Suite 222
Lombard, IL 60148
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

"...Spike McFang is the *man!*" Game Players Magazine, June 1994 **"Editor's Choice – Gold!"** Electronic Gaming Monthly, June 1994 **"Spike McFang i... l, playful game ...** Game Pro Magazine, April 19... **...into this video g... like any hero you... ntendo Power, June 1994 "... ... excellent sto... and awesome graphics!"** Electronic Gaming Monthly, June 1994 **"...Spike McFang is the game you want to play."** Video Games Magazine, March 1994





Use Spike's lightning hat and spinning cape to destroy his enemies.



Protect your friends along the way —you'll need them later!



Snapping Piranhas have razor- sharp teeth and their lunch menu says "vampire sandwich".

We couldn't have said it better ourselves!

Searching for a new **action adventure** game? Well, look no further. Introducing **The Twisted Tales of Spike McFang**, the game the critics fell for head-over-cape. **Talking rocks**, fire-breathing zombies, killer garlic and a hip vampire with a **deadly hat and cape**. Don't miss this classic **battery-backed** adventure in the tradition of **Zelda®**.

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Blisters anyone?

Introducing 6 new scorchers for the Super NES.

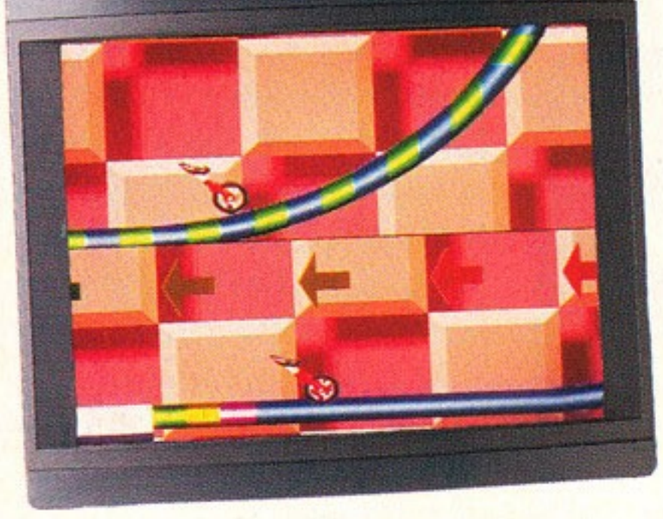
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Original Tetris concept, design and program by Alexey Pazhitnov. **© 1993,1994 Enix/Quintet. Licensed exclusively to Nintendo.



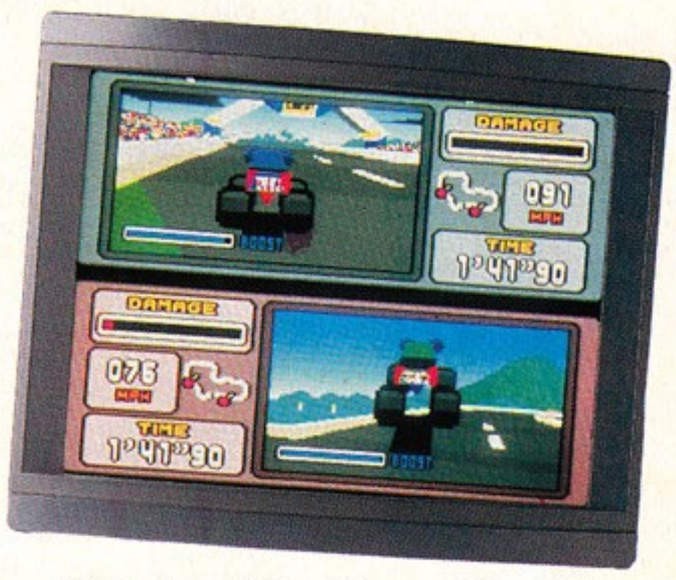
It's 32 MEGS, unbelievably detailed, with totally natural movement in 3 dimensions. It's Donkey Kong Country.® Coming this November. The first video game fully designed on SGI super-computers. So pound your chest and pick flies off a loved one...this one's a monster!



The sequel to the biggest selling game in the universe as we know it now comes to 16-Bit. Tetris 2™*! With 2-player Tetrocity and plenty o' bombs. So grab a friend and blow him up!



You're out of control. Your path is full of obstacles. No, it's not the road to higher education. It's Uniracers.™ Coming this October. A one-wheeled, one-of-a-kind race game, brought to life with the latest 3-D SGI technology.



24 Tracks, 3-D action and the high-octane power of the next generation Super FX Chip. Stunt Race FX.™ If you don't know how to drive, you've come to the right place.



16 MEGS of fantasy adventure makes Illusion of Gaia™** a must for any Zelda fan. It's out this September. And if you think it's hard to pronounce, just try getting through it before the next millennium.

Our #1 boxing hit is back this October and bumped up to 16-Bit. Super Punch-Out!! With more whacked-out opponents than you can shake a fist at. All pumped up HUGE to get totally in your...OOfF Ow! ARGH! Fuuh! OOF!...well, you get the picture.

SUPER NINTENDO ENTERTAINMENT SYSTEM



INTERFACE
LETTERS TO THE EDITOR

A PLANET UNDER EVERY TREE

I am seriously thinking about purchasing the upcoming Super 32X, but I was wondering if it would be wiser to shell out some more cash for the Saturn instead. Since the 32X isn't compatible with the Saturn, they have to make a whole separate line of games for the 32X and it already seems to me from looking at some lists of upcoming games from your magazine and others that Sega is devoting more time to games for the Saturn



If the Japanese Saturn never comes our way, we'll never play Magic Knight!

rather than the 32X. I don't want to waste my money on the 32X if there is only going to be a handful of games. I bought a Sega CD not too long ago and rarely do I see any new games come out for it, but I see hundreds of new Genesis games coming out. If the 32X is only going to come out with a few games every couple of months like the Sega CD, when the Saturn is going to get more games, then I think I might buy the Saturn instead. Could you please tell me which system is better to buy and how much each will cost. I don't want to make the same mistake that I did when I bought the Sega CD.

Scott Rusnak
Charlotte, NC

Okay, let's talk facts. We've been hearing about Saturn for about a year now, and now the Genesis 32X is coming. The specs have been released for both systems, but no one has compared the two machines. I am interested in both. I want the power of Saturn, but the price of the 32X makes it really attractive. How do the systems compare? How much of a noticeable difference will there be between them? One of my main concerns is about games overlapping. Will there be a 32X version and a Saturn version of games? Will there be benefits to owning both? I mean, is the 32X only going to get translations of Saturn games or will there be original games exclusive to both? I guess it's still up in the air as to when Saturn will actually arrive in America (I've heard sometime between May-November '95). Will Sega abandon 32X once Saturn hits? I know I have a lot of questions, but I'm just trying to decide how to spend my money. I'm a little apprehensive about all the new things Sega wants to do. The Sega CD has left a bad taste in my mouth. I don't want to get burned again.

Phil Hinkle
San Antonio, TX

I was going to buy a new system this Christmas and I was wondering if you had any suggestions. My price range is up to $450. Will Electronic Arts sign on with the Saturn? Is the Saturn going to be the best or one of the best systems coming out? And lastly, will I be able to buy a Saturn in the U.S. by Christmas? I want to know all I can about the powerful Saturn.

Brian Holtze
Downers Grove, IL

(Ed. There are a LOT of misconceptions and rumors about the Sega Saturn system. Up to this point, all we have seen is what has been announced in Japan. The Sega Saturn is a Japanese machine, and Sega of America still stresses the fact that the Saturn has not been announced yet, and that they are concentrating on the 32X for the moment. That means good luck trying to get a Saturn machine for Christmas, unless you live in Japan. From what was complete at the Tokyo Toy Show, Japanese gamers will be lucky if they even have a handful of Saturn titles to choose from by the end of the year. On this side of the Pacific, the 32X will be Sega's major Christmas focus, and while we have seen a few of the works in progress, no games are close to being complete. Comparing the Saturn and 32X by specs alone isn't something that can be done. They are two totally separate machines. Overlap will definitely be something Sega will have to be careful with. Genesis owners who bought Sega's $100 Virtua Racing cartridge won't be happy when they see the 32X's Virtua Racing Deluxe selling for half that price. The Sega 32X CD games will also be overlaps, like Tomcat Alley Deluxe, Fahrenheit, and Midnight Raiders. All three games will be released on the regular Sega CD, and TCA already is on the market. As for suggestions as to which system deserves your hard earned money, this Christmas, there really aren't any. Unless you feel that the 32X is a good investment with Sega trying (and failing) to hide the Saturn from gamers, then go with that. Remember, less than a year away you've got Ultra 64, the PlayStation, the Jaguar CD-ROM, the Neo•Geo CD, and all the configurations of the 3DO to deal with. So, the best advice would be to sit and wait with your money. Then hope Sega gets their act together.)

THE SWORD IS...
LETTER WRITING CAMPAIGNS

You got a cause? Want a Japanese game released here? Send it in! We'll go through them and select the most popular for inclusion in a future Sword Is...

PHANTASY STAR I
A RE-RELEASE WHOSE TIME HAS COME

Thank Edwin Nelson of Chicago, IL, for this fantastic idea. It seems that he really likes the Phantasy Star series, but he can't find the original! So, in the spirit of Nintendo's Super Mario All-Stars, he'd like to see Sega upgrade the original game to 16-Bit and release it in this country! All of you who think this idea is great, write to Sega and tell them you want it!

Here's how to form your letter:

Dear Sega of America,

I have owned a Sega Genesis for some time and am a big fan of your Phantasy Star RPG series. I have played the Genesis versions thoroughly, and I can't wait for Phantasy Star IV later this year.

But, I would like to play the original Phantasy Star to see how it all started. I cannot find a copy of Phantasy Star, let alone a Master System to play it on.

So, myself and many others like me would appreciate it if you would upgrade the graphics, sound, etc., and release it on the Genesis. It would be like Nintendo's Mario All-Stars cart, and I know that I would buy it instantly, as would many others. It would not be hard to do, and it would be very popular.

Thank you for your time,
YOUR NAME

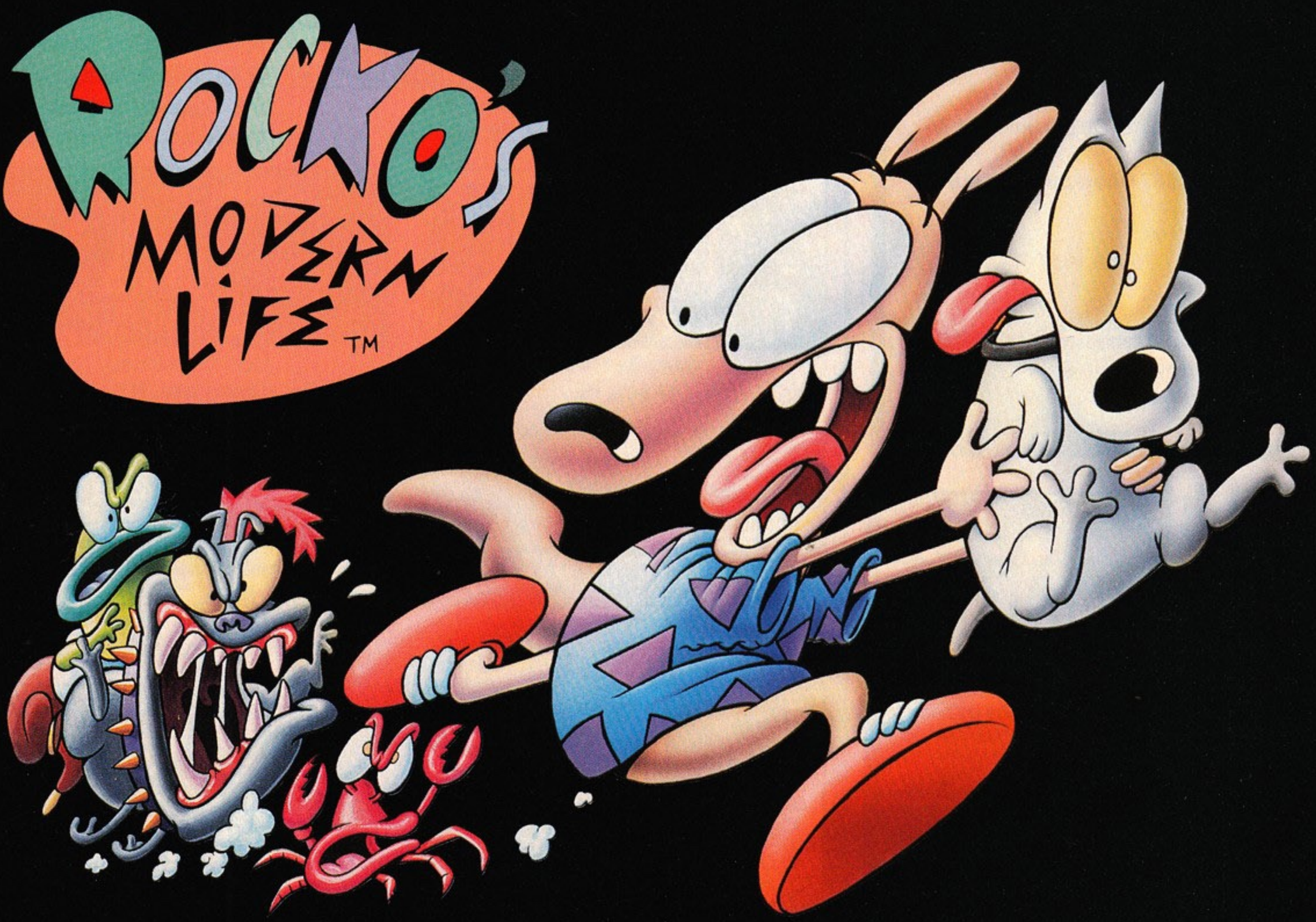
Write your letter, and hopefully we'll see Edwin's great idea come true. Here's the address to write:

Sega of America
130 Shoreline Dr.
Redwood City, CA 94065

Send your suggestions for our next box to: *EGM* The Sword Is..., INTERFACE Letters to the Editor, 1920 Highland Ave., Suite 222, Lombard, IL 60148.

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Beware of Sidney the octopus—he's well-armed.



Inflate Spunky into a balloon and hurl him over the goo.



Heffer is part steer, part trampoline.



Meet Ed Bighead—his bark is worse than his bite.

SPUNKY is one **dumb dog**. And O'Town is one **strange** and **DANGEROUS** place. Better get moving. **OR YOUR DOG'S HISTORY. ONLY YOU** can safely guide **SPUNKY** to the **golden fire hydrant**.

He's YOUR dog. NICKELODEON He's YOUR problem.

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VIACOM NEW MEDIA

INTERFACE
LETTERS TO THE EDITOR

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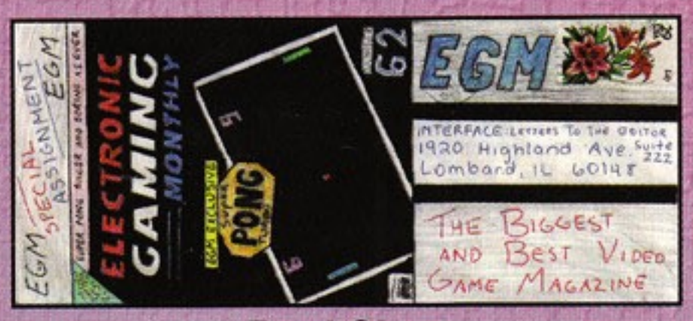
-GEnie:
75052,1667@compuserve.com@INET#
Have fun typing in your messages for us!

EGM! SPECIAL ASSIGNMENT!

Remember in issue #60? We wanted you to draw what should be on our next cover. You supplied us with the goods. Here are the best two from those sent in. Thanks to all who entered their works of art!

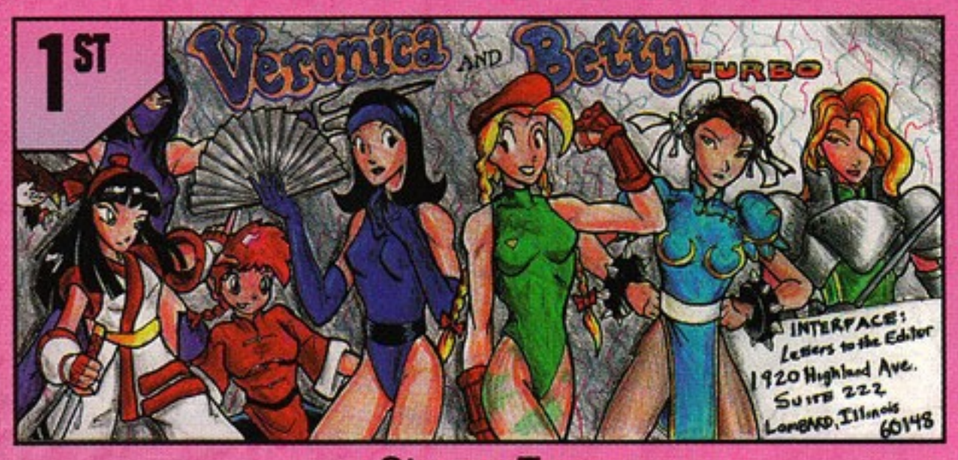


Anthony Rousseau
Ramona, CA



Brad Olson
Milwaukee, WI

EGM ENVELOPE ART!



Steven Tze
Greenville, DE

What do you get when you cross a Michaelangelo with a Mario? You get EGM's envelope art! Send us your best scenes and if you get first place you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Intensity 101!



Ariel Sanchez
Miami, FL



Noah Hilsenrad
Bellerose, NY



Beatriz Jones
Van Horn, TX



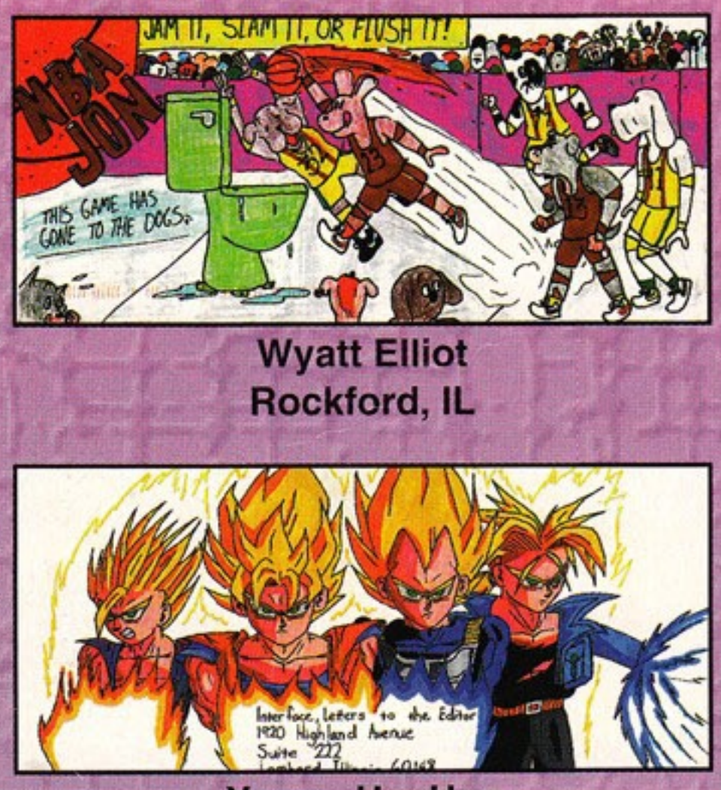
No Name Given
Hamilton, Ontario



Chris Murdock
Denver, CO



John Brobst Jr.
Columbus, OH



Wyatt Elliot
Rockford, IL

Yeong HaoHan
Danville, CA



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Take advantage of hot summer savings from Electronic Arts™, Atari, Sport Accolade, and Takara. The number one provider of info on the video game industry goes one more to give you savings on the games themselves!

• Electronic Arts'™ Skitchin'

The Bad Boys who made Road Rash™ are back to thrash in Skitchin' for the Sega Genesis. Grab your skates, steal a ride on a car bumper, and yer off! The competition is rough, so you'll have to take them out one by one with your bare fists or with weapons like a baseball bat, a crow bar, or a whip. Skatin' and Hitchin' —Skitchin'. It's Bitchin'.

• Atari's Lynx

The portable classic system lives on! Take your favorite games with you on the go! Blue Lightning, Slime World, Warbirds, Power Factor, and Joust are a few of the favorites you can play on the built-in color screen!

• Sport Accolade's HardBall '94

It's that time of year, and Sport Accolade comes at you again to take you out to the ball game, and you can stay at home! Pick your favorite team and step up to the plate—or take the field! For one or two players, a must for sports fans!

• Takara's King of the Monsters 2 & Fatal Fury 2

Brawlin' is back in these stellar block-buster sequels. First, trash cities, and bash enemies to show who is the King Kong in King of the Monsters 2! Then, join the Bogard brothers and Joe Higashi in the fight-fest Fatal Fury 2! Geese is gone, but Wolfgang Krauser more than aptly fills his evil shoes...



SKITCHIN'

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To take advantage of this special offer, order direct from Electronic Arts. Call 800-245-4525 anytime in the the U.S. or Canada to order with VISA/MC/Discover, or fill out the back of this coupon and send it in.

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Lynx portable color game system

Special offer – $49.95!



Lynx has a 16-Bit graphics engine, while the competition is still playing with 8-Bit. Lynx radiates 4,096 blazing colors, compared to Game Gear™, which only has 32. The Lynx screen is also 10% larger, recessed, and back-lit for better viewing. All that, plus stereo sound, a battery saver, and multi-player options, make your choice in portables easy.

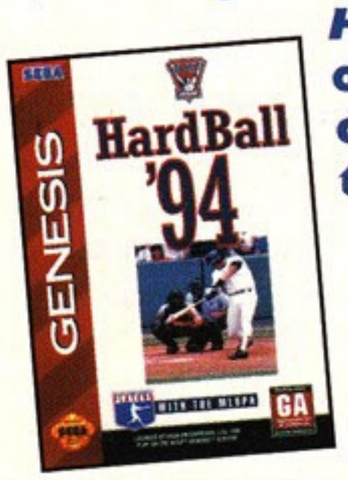
With that kind of power, it's no wonder the coolest games are on the Lynx. And NOW is the time to build your Lynx game library. During this offer games start as low as $14.99.

ATARI LYNX

Call 1-800-GO-ATARI to order today!

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For a limited time, when you buy *HardBall '94* for the Sega Genesis, you can get a $5 rebate directly from Sport Accolade. Just purchase *HardBall '94* at your favorite retailer and send in your original dated sales receipt, the UPC bar code from your HardBall '94 package, and this completed rebate coupon to:



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REVIEW CREW

22 GAMES REVIEWED!!!

Blackthorne, Brainlord, Power Rangers, The Death/Return of Superman, Zero Tolerance, Dynamite Headdy, Super Street Fighter II, Taz in Escape from Mars, Battlecorps, Alone in the Dark, Way of the Warrior, Yogi Bear, R-Type III, Clay Fighter, Shining Force II, Power Monger, Eye of the Beholder, Gridders, The Blues Brothers

MEET THE REVIEW CREW!

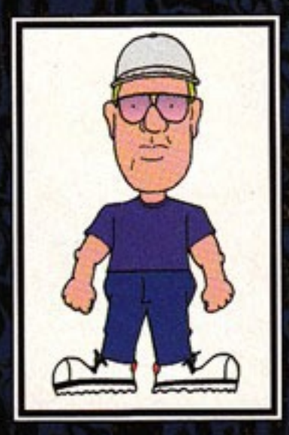


ED SEMRAD

Vacationing in the north woods, Ed had some time to fish and commune with nature. Ed has better luck with video games than he does with the fish! "It was this big, guy!"

Current Favorite Games:

Mickey Mania, Virtua Cop, Sonic & Knuckles



DANYON CARPENTER

The world of computers and technology proved too much for Dano. A restful vacation in Minnesota jet skiing and fishing is just what the doctor ordered.

Current Favorite Games:

Star Control II; Earthworm Jim



AL MANUEL

Al had some time to catch up on his chores while on vacation, like delousing his apartment and finally killing "that thing" living behind the fridge.

Current Favorite Games:

NBA JAM SNES; Super Metroid; Mega Man X.



SUSHI-X

Burned-out by stress and confusion, Sushi was losing at Mortal Kombat II left and right, so he went on vacation. He should have his strength restored when he returns.

Current Favorite Games:

Super SF2 Turbo; MK II; FH Dynamite.



MIKE WEIGAND

After being overwhelmed by the CES, Mike is still getting back into the swing of things. He's just dying to visit a Gary Coleman arcade and get great gaming advice!

Current Favorite Games:

Chaos Control; Wild Guns; Demon's Crest.

GAME OF THE MONTH

Super NES	Interplay
Blackthorne	
Action	Release: Now
Levels: 16	8 Meg

ELECTRONIC GAMING MONTHLY EDITORS' CHOICE GOLD





ED SEMRAD

Blackthorne is one of the best action games to come around in quite some time. It's more or less a puzzle game too, with lots of brain power involved in solving its mysteries. It plays as well as it animates: amazing. The dark mood of this cart is great, and blowing away the prisoners is a ghoulish treat. This game is a must-see. If you've ever wanted a game that's easy to get into, you'll like this one.

DANYON CARPENTER

Right on par with games like Prince of Persia comes Blackthorne, a fun-to-play action game with incredibly smooth animation. The blend of strategy and mystery-solving is a nice break from simple walk-and-blast everything games. The game takes on a dark persona which makes some enemies hard to see in the background, but oh well, it just adds to the mystery. Blackthorne is simply too cool!

AL MANUEL

Blackthorne is one of the coolest games to come around. With some of the best animation ever, you get to control a soldier through some of the most complex mazes filled with the most gruesome monsters. I love the sadistic humor in blowing prisoners up after they give you vital information, it gives me a tingly feeling inside. The graphics are dark and the sound is superb. A most enjoyable game!

SUSHI-X

In the same spirit as the earlier games Prince of Persia, Out of This World, and Flashback, here comes Blackthorne. This game really surprised me with its great control and excellent attacks. This one gets a little gruesome at times, but there are plenty of puzzles to solve and baddies to blow away. This game will definitely keep you playing for hours, if not days! The password feature is an absolute must.

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Brainlord
Enix/Super NES

Another action/RPG title from Enix. This one is more standard fare, with atmospheric music, huge levels, and average graphics. This one strikes a nice balance between the action and RPG elements, and will probably have a wider appeal. The story is a bit plodding at times, but veteran RPG players will catch on quickly and get hooked.

8	7	7	8	7
ED	DANO	AL	SUSHI	MIKE

Yogi Bear
Gametek/Super NES

Cartoony, and cute, graphics are the highlight of this cartoon-character-gone-to-video-game cart. The levels are huge, but the run-and-jump-grab-the-items game play gets monotonous rather quickly. There are some great sound effects, though, and younger kids will probably take to this game faster than older gamers will.

7	6	5	7	6
ED	DANO	AL	SUSHI	MIKE

R-Type III
Jaleco/Super NES

This is definitely one game you won't master in one sitting! Fans of the earlier installments in the R-Type saga will want to check this one out. Huge levels, excellent Bosses (and a rather high difficulty) make this the shooter to get. The two-player is a nice option, and thank goodness for the unlimited continues! Nice purchase, Jaleco!

8	8	8	8	8
ED	DANO	AL	SUSHI	MIKE

NYR (Not Yet Rated)

Clay Fighter
Interplay/Genesis

Everything on the Super NES version has been faithfully carried over—all the moves, all the fighters and, remarkably, clear and crisp voices! This was always a clever parody of the fighting genre, and I can't wait for C2: Judgment Clay to arrive. The control, however, is a little bit touchy, and you will definitely want to use the six-button controller to fully enjoy this one.

7	6	6	7	7
ED	DANO	AL	SUSHI	MIKE

EDITORS' CHOICE GOLD

Super NES — Bandai
Power Rangers

Action	Release: Now
Levels: 7	16 Meg



I'm sure that this game is intended for a younger audience, because for the average player, it's much too easy. The different character selections is a nice idea, but the characters are animated rather poorly. This cart also seems rushed, because after the first level, this cart got way too monotonous, with none of the effects that made the first part so cool. Power Rangers looks good, and plays well, but it's easy.

7

I don't care for the show at all but the game comes off rather well. Although it's just another mindless FInal Fight-type game, all the rug rats that love the show will probably find themselves enjoying this one. The game is simply way too easy for experienced players to truly enjoy. The animation also suffers from a bad case of the choppies. As before, if you like the show, you may like the game but not for very long.

6

Power Rangers is nothing more than your average punch and kick action-adventure game. It offers very little challenge. There should have been more colors used! This also should have been a two-player simultaneous game. On the plus side, the sound is good with a cool music intro straight from the show. I also like the ability to switch between any of the five characters. This game could have been more.

6

Take away the title, and Power Rangers is nothing more than a side-scrolling Final Fight punch-and-kick, with all the popular characters to choose from. The random Power Ranger attacks add to the game's diversity, and the graphics are excellent. However, I was left wanting something more. This game will probably be a mega-hit, but don't let the sales numbers fool you—you will probably be disappointed.

7

Super NES — Sunsoft
The Death/Return of Superman

Action	Release: Now
Levels: 10	16 Meg



As far as side-scrolling fighting carts go, I'd have to say that this one is only average. The graphics are not up to Sunsoft's standards. The levels become repetitive, and there aren't all that many types of enemies. The Bosses are quite cheap, and the usual strategies don't really work. If the control was tweaked, and had more diversity, this cart would be a lot better. It's only okay. Nothing special.

6

Average. That's the best word to describe this game. The moves are average, the plot is average, and this will only appeal to those who worship the comic books. Repetitive is another word that comes to mind. Although games of this nature have the same enemies over and over, this game is even worse; even the background repeats excessively. As it stands, more variety and better control would certainly help.

5

The Death and Return of Superman is definitely a game that the comic book fans would love because it follows the comic book exactly. For those other than the comic book freaks, it's nothing more than a Final Fight rip-off. Also, how many times can you see the same building scroll by in the background?! This game is one you might want to rent before you go out and purchase it!

5

I liked Final Fight and similar types of side-scrollers but Superman seemed to be just another one. The game isn't bad but it just doesn't have anything special about it to make it stand out. The ability to play the four different Supermen is a plus but the background and enemies seemed to repeat too much. Comic fans will like the consistency that's brought to video, but others will find it average.

6

Genesis — Accolade
Zero Tolerance

RPG	Release: Now
Levels: 30	16 Meg



For those of you who can't get enough Wolfenstein and Doom, Accolade has got a new first-person game that's sure to test your mettle. Zero Tolerance surprisingly scrolls smoothly, and plays great. At times the enemy can get pretty cheap. The levels are huge, and I like all the weapons you can pick up. Overall, Zero Tolerance is a fast-paced shooter that shines particularly well on the Sega Genesis.

8

Well, this is something new for the Genesis. Zero Tolerance looks and feels like Wolfenstein or Doom, but without the extreme gore. The first thing anyone will notice is how tough this game is. Getting attacked from all sides is not uncommon, in fact, it's the norm! However, if you feel like lugging your Genesis and a TV over to a friend's house, you can cooperatively play in a Two-player Mode. Cool and fun.

7

ZT is one of the most violent games I have ever played. The gore, blood, and carnage throughout the levels are excellent. It's great tagging every enemy in sight with all the cool weapons. As a one-player game, it's great. I just didn't care for the two-player simultaneous game. Maybe it's because I want to do all the killing. Capping my partner was fun sometimes. The control also needs weeding out!

6

If you like Castle Wolfenstein or Doom just get this one and you'll feel right at home. It's a great 3-D scrolling game with good graphics and playability. The levels and enemies look good on the Genesis and the sounds are decent. The game gets very addicting after a short time of getting used to it. Good scrolling and fun game play make it worth the effort. I also liked the split monitor option that it came with.

8

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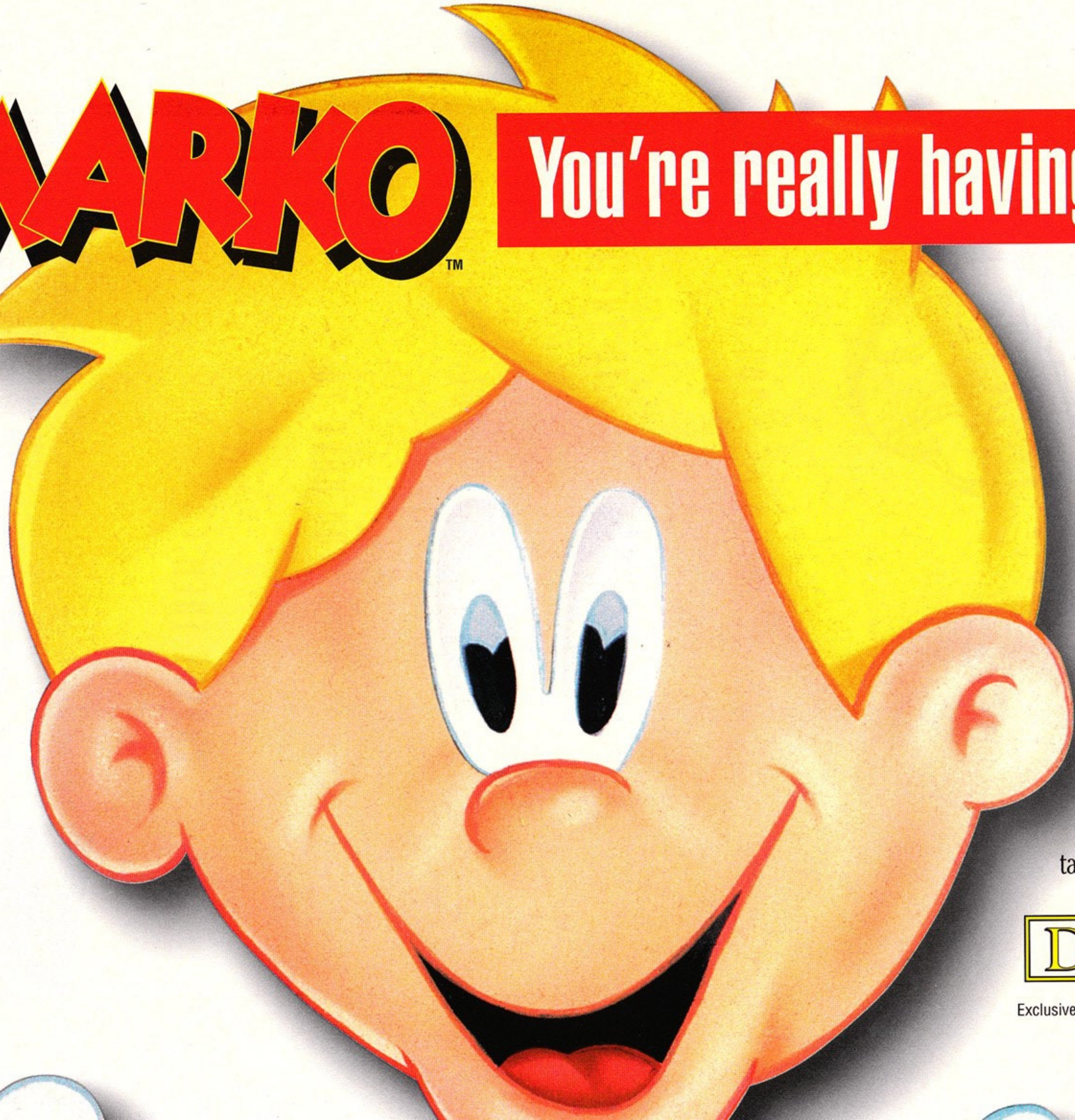
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SHADOW

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He can be found in any background. To fight him, you must go into the shadow world!

TO FIGHT SHADOW

Win two rounds in a row without blocking.

AGENT 2

CRANIAC

To find Craniac, go to the Black Armada Stage. Hold block and press up three times to jump back.

Craniac will appear in the background and you'll have to repeat the procedure to finally fight him.

TO FIGHT CRANIAC

Hold block and up three times, then repeat.

AGENT 3

WRAITH

Go to the Scorch HQ scene. After winning a match, press up three times, then block. It sometimes helps to hit block before entering the password, because it empties out the previous memory.

TO FIGHT WRAITH

Win one match, then press up, up, up, block.

AGENT 4

BLOOD

To make Blood appear on any stage, win a perfect round, then the match.

Your defeated enemy will explode in front of you and Blood will fight to take its place.

TO FIGHT BLOOD

Win a perfect round, then win the match.

4 NEW CHARACTER COMBOS!

FREON

2 HIT COMBOS

Down back arm—down front arm (uppercut).
Down back arm—down, down toward, toward, then back arm (Quick Freeze).

3 HIT COMBOS

Down back leg—toward, front leg, then throw gauntlet.
Down back armdown, down toward, toward, front arm.

FALLOUT

2 HIT COMBOS

Down back arm—down front arm (uppercut).
Down back arm—down, down toward, toward, front leg (Shadow kick).

3 HIT COMBOS

Down back arm—toward front leg, down, down toward, toward, front leg (Shadow kick).

TALON

2 HIT COMBOS

Down back arm—down front arm (uppercut).
Down back arm—up toward back leg.
Down back arm—up toward front leg.

3 HIT COMBOS

Down back arm—down, down toward, toward, front arm (punches and then tasers).

TEMPEST

2 HIT COMBOS

Down back arm—down front arm (uppercut).
Close down back arm—down, down toward, toward back arm (Tornado).

3 HIT COMBOS

Down back arm—toward front leg, throw gauntlet. Down back arm—down, down toward, toward front arm (H-tornados).

WAY OF THE WARRIOR

You say you've just bought Way of the Warrior for the 3DO, and you don't know any of the moves? To help you out, I, the Q-Minator, have assembled this major moves sheet to help you stomp your opponent into the floor (literally)!

THE BASICS

JAB - A
PUNCH - LEFT SHIFT
BLOCK - B (HOLD TO BLOCK LONGER)
KICK - C
RNDHOUSE - RIGHT SHIFT
JUMP - UP
JUMP LEFT - UP & LEFT
JUMP RIGHT - UP & RIGHT

MOVE RIGHT - RIGHT
MOVE LEFT - LEFT SHIFT
DUCK - DOWN
SWEEPS - Press down, then rotate forward or back without releasing the pad. Just like SF2!

SPECIALS VS. AIR SPECIALS - Air specials are special attacks that only work when you are jumping.
CHARGING - Pull back for two seconds, forward, and the button.
FATALITIES - When you hear "put him away" or "end it" etc., press buttons.

MAJOR GAINES

UPPERCUT
DB + LS

GRENADE LOB
D, DF, F, + LS

BOWLING BALL
DF+ RS

SIDEWINDER KICK
F, F + RS (boosted)

AIR SPECIALS SET

BUTT STOMP
While jumping forward or up, D + C

BASIC MOVES

TAUNT
F + BLK
STEROID BOOST
A+B+C
FATALITY
BACK BREAKER
While pumped up, taunt, press close and RS

SHAKY JAKE

POLE UPPERCUT
D, DB, LS

BUCK KNIFE THROW
D, DF, F, LS

TORPEDO
CHARGE B, F+RS

AIR SPECIAL

KNEE DROP
While jumping forward or straight up, hold down and press C

BASIC MOVES

TAUNT
F+BLK
HOP BACK DEFENSE
While blocking, Bx2
SPIN OUT
A+B+C, D

THE DRAGON

FIREBALL
D, DF, F, LS

SPLIT KICK
B+C

AIR SPECIAL

JUMP CHOP
Hold U, LS in air

FATALITY
POWER KICK
Taunt, DB, B, C, RS

BASIC MOVES

TAUNT
F+BLK
HOP BACK
B, B
HOP FORWARD
F, F

NIKKI CHAN

UPPERKICK
DB, RS

SUPER SPIN KICK
D, DB, D, RS

HAIR SWING
BLK (C RAPIDLY)

FLIP SPECIAL

FLIP SPLIT KICK
C+RS

AIR SPECIAL

HEAD DANCE
Hold D, C

BASIC MOVES

TAUNT
F+BLK
FLIP BACK
B, B
FLIP FORWARD
F, F

NOBUNAGA

SWORD UPPER
D, DB, B, LS
DUCK SLIDE
DF, C
FAST STAR THROW
D, DF, F, LS

RUN CHARGE
Charge B(F+RS)

AIR SPECIAL

SWORD DROP
Hold Down and press LS

BASIC MOVES

TAUNT
F+B
HOP BACK DEFENSE
BLK(B,B)
FATALITY
SWORD DECAP
Spin D, DB, B, LS, RS

FOX

VOODOO DIZZY DUST
D, DF, F, LS

UPPER KICK
D+B, RS

SUPER KICK
D, DB, B, RS

SLOW VOODOO ROLL
D+F+A

AIR SPECIAL

KNEE DROP
Hold Down and press C

BASIC MOVES

TAUNT
F+BLK
HOP BACK DEFENSE
BLK(B, B)

KONOTORI

FLY/GLIDE
B Repeatedly

OFFSPEED FAN THROW
D, DF, F, A

OFFSPEED TORPEDO
CHARGE B, F+HLD C

AIR SPECIAL

HEAD STOMP
Hold Down and press C while jumping up or forward

BASIC MOVES

TAUNT
F+BLK
HOP BACK DEFENSE
BLK(B, B)

THE NINJA

UPPERCUT
DB+LS

RAPID DEFENSE KICK
BLK(C RAPIDLY)

OFFSPEED STORM
D, DF, F, A

HELICOPTER KICK
D, DB, B, RS

AIR SPECIAL

AIR SLIDE
While jumping back, press DF and C

BASIC MOVES

TAUNT
F+BLK
HOP BACK DEFENSE
BLK(B, B)

CRIMSON GLORY

UPPERCUT
DB+LS

BOTTLE THROW
D, DF, F+A

AIR SPECIAL

CLOTHESLINE
Press up and Left Shift while jumping forward

BASIC MOVES

TAUNT
F+BLK
HOP BACK DEFENSE
BLK(B, B)

MORE WAY!

As if this tip sheet isn't enough, there's more on the way. See, you may have noticed that I've missed a few moves, such as a few fatalities. This is what's available at this time. So, look for an update soon in the pages of *EGM*!





Roam through city streets, construction sites, sewers, the circus and forest in a quest to defeat the mad Colonel Brown who's dumping toxic waste! Marko's only weapon is his amazing soccer ball, which he uses to knock out gangs, dogs, sludge monsters and other nasties. Just as in soccer, Marko can't use his hands. He's got to use his head, bicycle kick, knee tap and foot dribble to control the ball.





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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Dynamite Headdy
Sega/Genesis

Another unique title from the folks at Treasure (the company that gave us Gunstar Heroes). The main character, Headdy, has several excellent attacks (using different "heads"), and the levels are very colorful, with some knockout visual effects (like the rotating platforms, and the giant blimp dog Boss). This is a top action title for the Genesis.

8	8	6	8	8
ED	DANO	AL	SUSHI	MIKE

Shining Force II
Sega/Genesis

A worthy follow-up to the first RPG, with bigger areas to explore and characters to meet. This will definitely appeal to fans of the first one, and to RPG fans in general. It assumes you've played the first Shining Force, but the story could use a few more twists and turns. The music is very good, as is the easy-to-follow control configuration.

7	6	7	7	7
ED	DANO	AL	SUSHI	MIKE

Power Monger
Electronic Arts/Sega CD

A very detailed war simulator, with good graphics and subtle sound. Action fans will probably shun this one, but students of armed combat involving troop movements, armaments, and other motions will probably love it. A very long game, this title lets you do everything for your armies. Fans of the Koei strategy games will like this.

7	7	6	7	6
ED	DANO	AL	SUSHI	MIKE

Eye of the Beholder
Sega/Sega CD

A first-person RPG, with some excellent options—like creating your characters from scratch. The combat scenes take a lot of practice to master fully (especially with enemies that are a little too quick on the attack), and moving the characters around the various areas also takes time. The graphics are good enough, but the sound could be improved.

7	7	7	7	8
ED	DANO	AL	SUSHI	MIKE

Super Street Fighter II

Genesis | Capcom

Fighting	Release: Now
Levels: N/A	40 Meg



This is just more of the same fighting game to me. But on the other hand, compared to the other Genesis version, this one controls twice as well. The new characters are pretty good, and the graphics are okay. They're just a bit dithered. The audio suffers from the Genesis limitations. If you want another Street Fighter II, fine, but don't expect too many new ideas. How's about a Street Fighter III?

6

Although Super SF2 looks and plays identical to the Super NES version, I must give it a lower score due to "the flaw." Of course this could only mean the voices. Yeesh! What happened here? Laryngitis strikes again. Other than that, you're buying another SF2 for four new characters and a couple of new moves. You just might enjoy this game with the volume turned way down, but it's more of the same.

6

Another year, another Street Fighter. I've heard this song before! Hopefully it will be the last time. The four new characters are a great addition, but are they enough reason to go buy the game? Yes, there are new moves for the other fighters, but there aren't enough to make it any different. Although the graphics are a good match to the arcade, the sound really takes a dive. It's better to turn down the volume.

7

You have to face the facts that Street Fighter II is the best playing fighting cart. However, the constant upgrading is getting a bit tired. The four new characters are a definite plus but it's hard to say if it's worth the cost, especially with Super Turbo not far off. SF fans will want to get the latest edition. It is an excellent port from the arcade with good graphics and sounds. The choice is yours to upgrade or not.

8

Taz in Escape From Mars

Genesis | Sega

Action	Release: Now
Levels: N/A	16 Meg



The first Tazmanian Devil game wasn't all that hot, and thankfully Sega added some game play to this one. The audio still suffers a bit, and sometimes, it's hard to find out what to do. The visuals need some help, as they are too simple, even for the cartoon. The new Taz isn't a bad game, it just needs a little work. If you were one of those who enjoyed the first game, then you'll see that this one is definitely better.

7

This game is a noticeable improvement over the previous Taz games. The control is much more precise and the new techniques Taz can do really help out in the strategy department. The sound is typical Sega standard-fare tunes but the levels are very colorful and have a lot to interact with. The other character cameos are always a welcome addition. As a whole, this is a good, solid action game with potential.

7

Although I'm a pretty big fan of Looney Tunes characters, namely Taz, I can't say the same thing about this game. Taz 2 is nothing more than your standard platform game with a few new techniques thrown in. The graphics are dull and drab making my interest stray. On the plus side, the levels are huge and the game is pretty challenging. Other than that, I would say that this game is only for big Taz fans.

6

I've always liked the Looney Tunes characters in video games, and I found this Taz to be a big improvement over the previous Genesis game. Taz's new attacks were cool, but some of the Bosses were a little bit too hard (like the stage three Boss—good luck!). The cameos by the other Tune characters (like Marvin Martian) were also a big plus. I don't think Taz likes the score given by the guy above me...

8

Battlecorps

3DO | Core

Shooter	Release: Now
Levels: 13	CD-ROM



I was surprised at this game. The graphics scaled very well. The audio was perfect for the missions, and the feel was just right. Now if it didn't look as pixelated, I would really have enjoyed this CD. It is pretty hard to tell what's shooting at me, and mines are pretty hard to miss, too. As a fan of mech combat in all its forms, I got into this one. It's not great, but it does stand out as one of the better titles on Sega CD.

8

It's nice to see Sega CD developers taking a new direction in software. Battlecorps is a cool concept that just doesn't fare as well as it could. Although everybody has said the graphics are pixelated, it does make for a bad situation in combat. The whole idea of piloting a mech is cool and the different stages make for a nice change, but I can't help but wonder how much better this game could be with cleaner graphics.

6

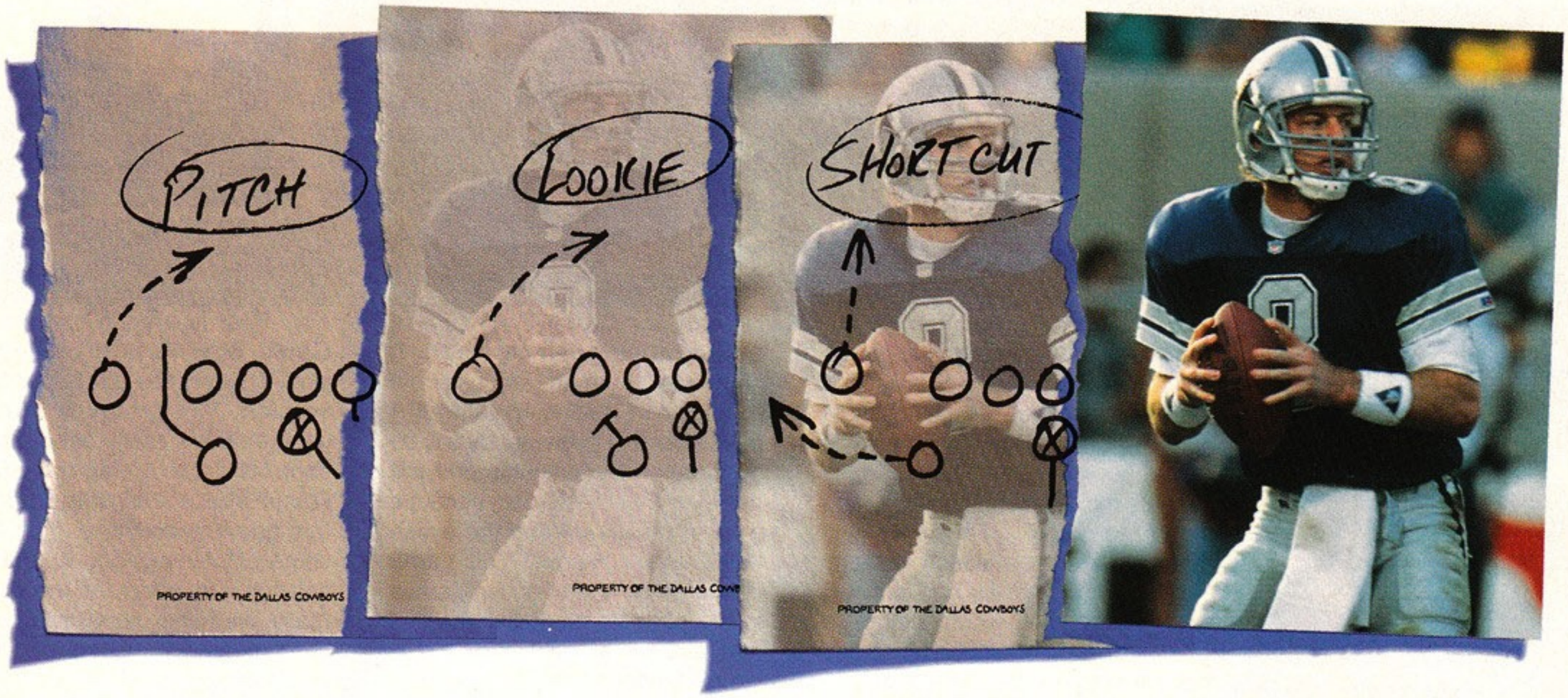
Well, I'm sorry to say that I can't agree with Ed about this game. I just don't think that Battlecorps is that great of a game. For starters, the graphics in the first-person battle scenes are too pixelated making it very hard to see the enemy that's firing at you. The music during the battle scenes doesn't even match the action. You'd think it was from an adult film. And the controls really need work. I'll pass.

5

I really wish I could understand what the guy is saying in the introduction. Battlecorps is an interesting attempt at a behind-the-wheel of a giant mech, it just isn't done that well. The graphics and scrolling are a bit pixelated, and the music sounds completely inappropriate (it sounds like elevator music). Still, it does have some interesting and challenging levels. The selection of warriors is a nice point.

6

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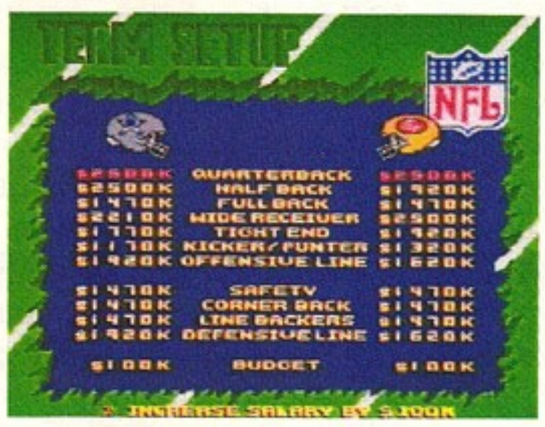
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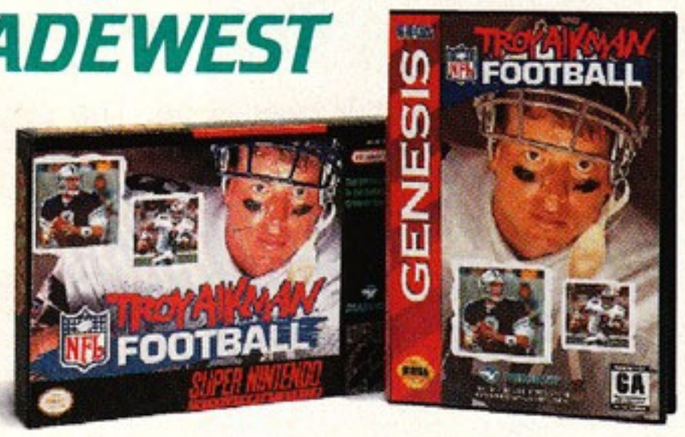


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Available on Genesis, SNES, (Coming soon on Jaguar, PC-CD Rom, Mac CD ROM)

REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Alone in the Dark
Interplay/3DO

A faithful translation of the PC title, this game has excellent graphics and sound plus is more strategy-oriented. Getting used to the perspective and controls takes a little bit of time. But for fans of more deliberate game play, this is the one to get. Playing as a man or a woman is a nice touch (each with their own stories), with plenty to explore.

9	8	7	8	8
ED	DANO	AL	SUSHI	MIKE

Gridders
Tetragon/3DO

A cool-looking 3-D perspective game that is one of the better games for the system! The game gets really intense (especially in the later levels), and there are several hidden items to find along the way to keep you interested. Fans of puzzle games like Tetris and Pac-Attack will definitely take to this game. The cinemas are also well done.

8	7	7	8	8
ED	DANO	AL	SUSHI	MIKE

NYR

Shining Force
Sega/Game Gear

A nice RPG offering for the portable system! Although it is scaled down from the 16-Bit big brother version, this one keeps almost all the same elements. There are several hours of game play in this one, with the music and graphics taking first chair. This is the type of game made for the portable system when you take a long trip.

7	7	6	7	7
ED	DANO	AL	SUSHI	MIKE

The Blues Brothers
Titus/Game Boy

It took this game long enough to reach the video game platforms, but by looking at the finished product it really hasn't been worth the wait. The attacks are awkward and look silly, in addition to the strange power-ups (like the one that makes you muscle-bound). It controls alright, but you aren't given nearly enough time in the various stages.

6	6	6	6	5
ED	DANO	AL	SUSHI	MIKE

EDITORS' CHOICE GOLD

Way of the Warrior

3DO — Universal Inter.

Fighting	Release: Now
Levels: N/A	CD-ROM



Way of the Warrior has all the makings of a good fighting game. The graphics, fatalities, and such are great. But as with most games of this type, the control is what pulls it down. The control is much too sluggish to play. The digitized graphics are surprisingly clear, and the animation is pretty good. The fatalities and the last guy are certainly worth seeing. I'd have to recommend renting this one first to see if you like it or not.

ED — 5

Way of the Warrior is a very beautiful game to look at. Now that the good points have been taken care of, let's see what went wrong. First off, the control is absolutely horrible. Jumping around is a near impossibility, let alone the special moves. The music and sounds are decent but it looks as if too much time was spent on pretty graphics, rather than a fighting game that was at least playable.

DANO — 4

I thought fighting games were supposed to play like fighting games. Well, this one didn't play at all. The control is so bad I had to struggle to get any character to jump forward. The special moves aren't anything special at all if you even get to do them. The only redeeming quality about this game is the graphics which is where it seems all the programming went into. Overall, this game isn't even good by accident!

AL — 3

Um, hello? This game has great humor value and some excellent graphics, but as a fighting game, no. The fighters' moves are very difficult to pull off, and some characters have very unfair advantages over others. The Bosses are very big and colorful, but this game is better to look at than to play. I especially liked the biker girl with the lousy trash talk, and Shakey Jake. Clever, if not overdone, fatalities.

SUSHI — 3

Dynamite Headdy

Game Gear — Sega

Action	Release: Now
Levels: 5	4 Meg



Headdy for Game Gear turned out to be surprisingly good. It plays well, there are lot of secrets to find, and it's really colorful. I have a feeling that Headdy will be a sleeper. Hopefully this one will get everyone's interest, because a lot of people missed the excellent Gunstar Heroes. This game is one of the better action games in the portable market. I like this one, and will probably play it during my long trips.

ED — 9

As one would expect, Dynamite Headdy is a great game. The wizards at Treasure programmed this puppy to have loads of secrets, great game play, and just plain fun to goof around with. The graphics are really crisp and clean. But when Headdy runs, the graphics are really blurry. The Game Gear just doesn't have the ability to pump out cool tunes, so the music really rots. Overall, this is a good purchase.

DANO — 7

Unlike the Genesis version of this game, I just wasn't impressed enough. Dynamite Headdy for the Game Gear plays just as good as its 16-Bit cousin allowing for great play control. The graphics were decent, but the levels were smaller. There just wasn't enough to look for and it seemed too straightforward. I thought the sounds were nothing to brag about, just average like most sounds on a portable. It's so-so.

AL — 6

A very faithful portable version of Headdy, with great graphics and excellent control. Some of my colleagues don't find Headdy very creative, but I disagree—for the Sega systems, he is one of the more original characters to appear! Huge levels (involving more than just bashing enemies) await. The guys at Treasure are certainly on the right track (first with Gunstar Heroes). Let's see some more.

SUSHI — 8

Yogi Bear

Game Boy — Gametek

Action	Release: Now
Levels: 24	1 Meg



Yogi Bear is a good cart for the Game Boy. In terms of game play, it surpasses the Super NES version. The graphics are big enough to be easily seen, and it controls great. Using the Super Game Boy, I was able to enjoy this game even more. Yogi has some catchy music to it, and the sounds are good for the GB. I really liked this game, although I don't care for the character. Yogi is a good game.

ED — 8

Yogi strikes again. This game simply must be purchased for players under six or it will find its way out the window. The game is simply too mindless for older players; walk, pick up baskets, jump, etc. The levels have no real originality and each one looks like the last. The music? Forget it. Yawn. And the worst part is that the game blurs, even when walking very slow. A good gift for the kiddies only.

DANO — 3

For those who are fans of Yogi Bear, I'm sorry, but this has got to be one of the most boring games I have ever played! The levels don't have anything really special or unique. Everything seems to look alike. The music immediately became a monotonous drone and I quickly turned down the volume. On top of that, Yogi has only one unoriginal ability, jumping to defeat enemies. It left me unimpressed.

AL — 3

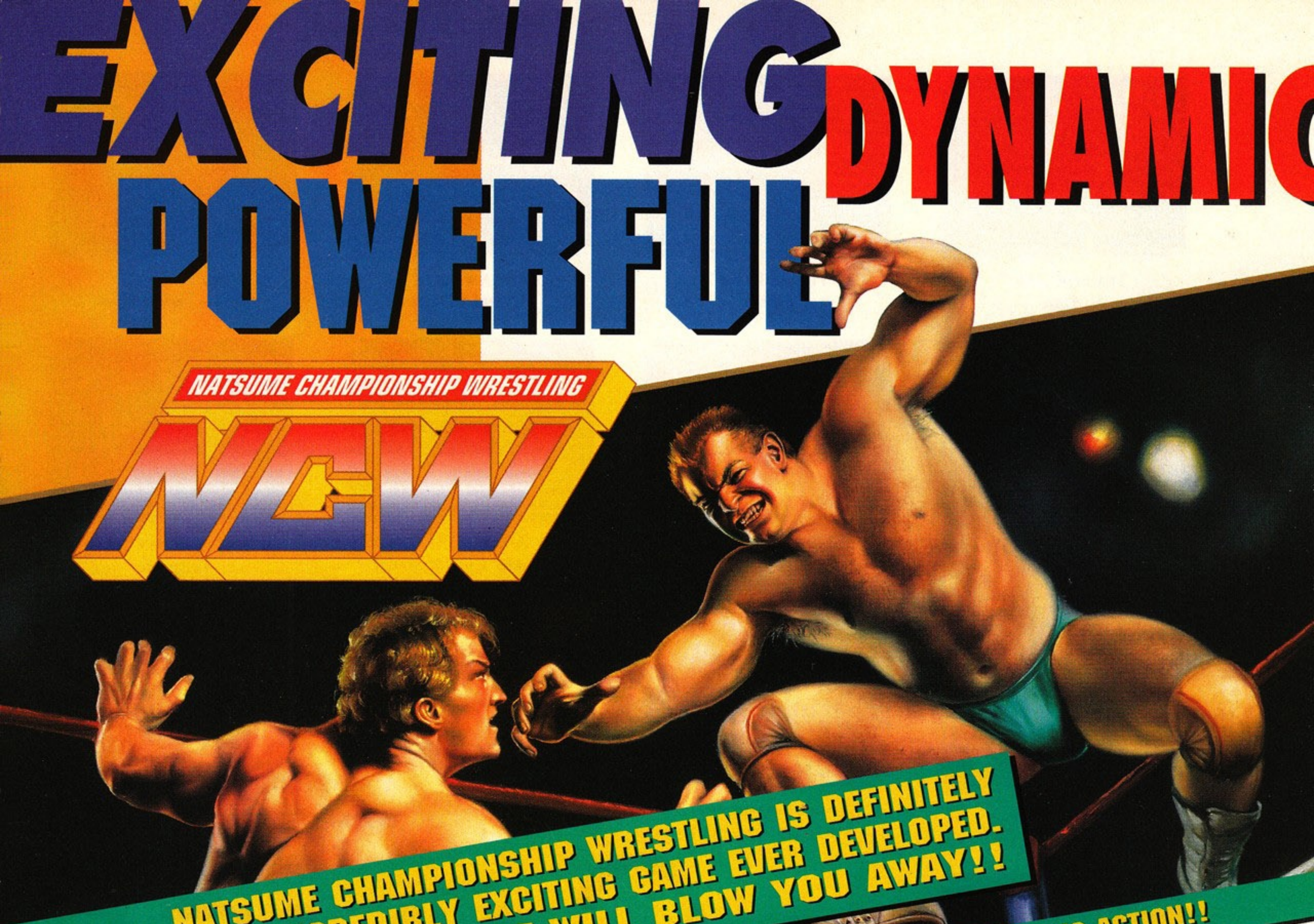
Yogi on Game Boy is okay. The traditional jump-and-collect-the items game play gets tired quickly, though, and the levels weren't very challenging. The graphics are pretty good (especially with the Super Game Boy peripheral), but there is just nothing distinctive about this cart other than the title. Fans of the lovable bear will probably want to check this out, but there are better carts based on cartoon characters elsewhere.

SUSHI — 6

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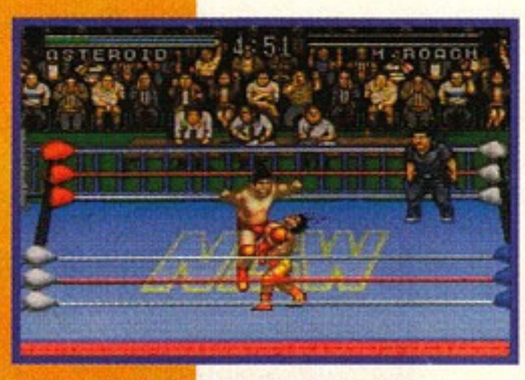
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- ★ Avalanche Hold
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- ★ Backdrop
- ★ Kitchen Sink
- ★ Guillotine Drop
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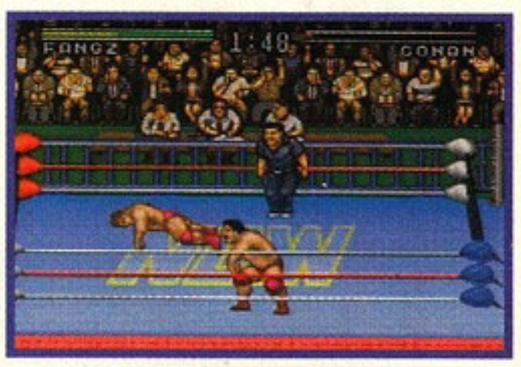
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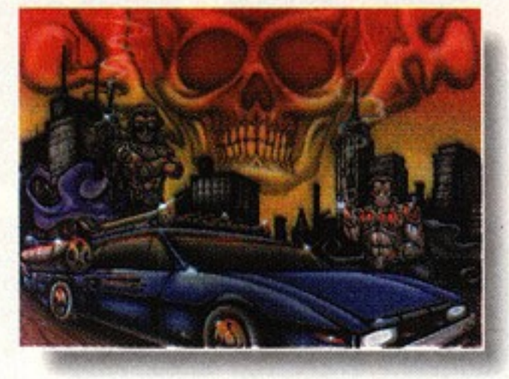
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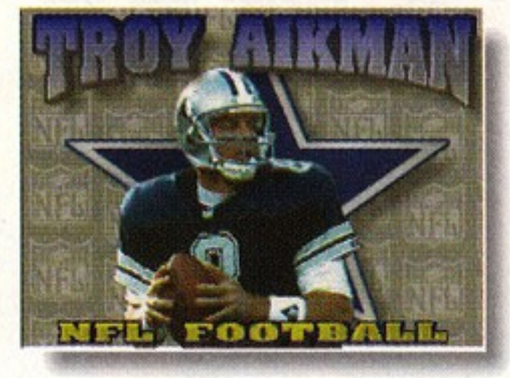
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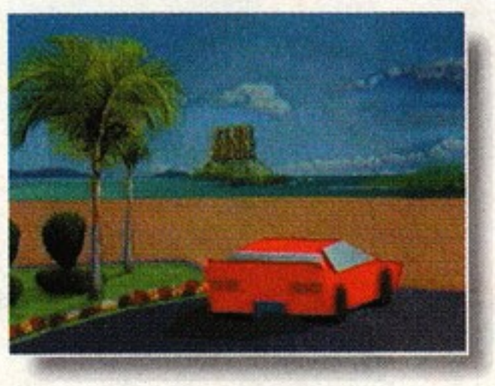
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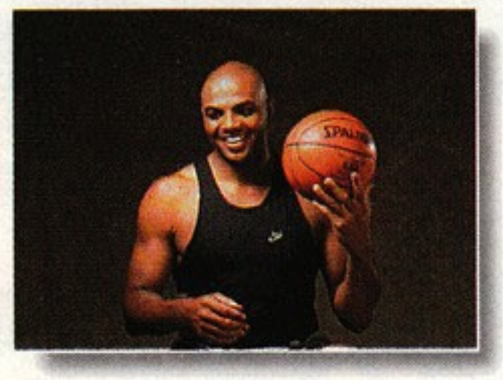
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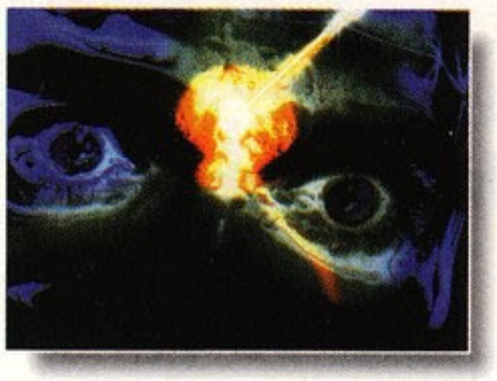
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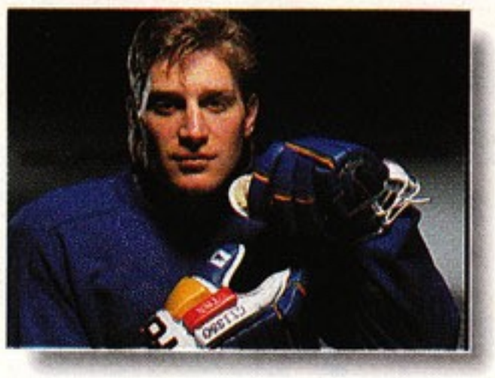
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EGM's HOT TOP TENS

TOP TEN CES GAMES

For the first time in two years the Summer CES show was not open to the public. That was a real shame, because this was one of the best shows we have seen in a long time. There were a ton of surprises both in software and hardware. Below are the top 10 games of the show. Be sure to look for these in the upcoming months.



#1 DONKEY KONG COUNTRY
NINTENDO/SNES



#2 EARTHWORM JIM
PLAYMATES/GENESIS



#3 FINAL FANTASY III
SQUARESOFT/SNES



#4 DEMON'S CREST
CAPCOM/SNES



#5 MORTAL KOMBAT II
ACCLAIM/SNES



#6 MORTAL KOMBAT II
ACCLAIM/GENESIS



#7 ANIMANIACS
KONAMI/SNES



#8 WILD GUNS
NATSUME/SNES



#9 CHAOS CONTROL
PHILIPS/CD-i

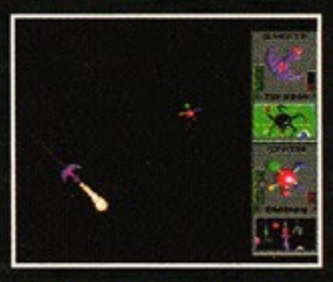


#10 SAMURAI SHODOWN
CRYSTAL DYNAMICS/3DO

EDITORS' TOP TEN



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#1	STAR CONTROL II/CRYSTAL DYNAMICS	
3DO	1 Month	Δ

#2	NBA JAM/ACCLAIM	
SNES	6 Months	-

#3	SUPER STREET FIGHTER II	
SNES	3 Months	-

#4	MORTAL KOMBAT II/ACCLAIM	
SNES	1 Month	Δ

#5	SAMURAI SHODOWN/TAKARA	
GEN	2 Months	-

#6	WILD GUNS/NATSUME	
SNES	1 Month	Δ

#7	EARTHWORM JIM/PLAYMATES	
GEN	1 Month	Δ

#8	DEMON'S CREST/CAPCOM	
SNES	2 Months	▽

#9	POCKY & ROCKY 2/NATSUME	
SNES	6 Months	-

#10	R-TYPE III/JALECO	
SNES	1 Month	Δ

READERS' TOP TEN

The bad boy of the arcades is back on top by a huge landslide of your votes. It would seem that players are getting their last fix of this game as nothing can prepare you for the home release of this game.

#1 MORTAL KOMBAT II/ARCADE



Cage takes time out to show his love for his fans.

#2 MORTAL KOMBAT II/GENESIS



Sub-Zero shows off his new ground freeze attack.

#3 SUPER METROID/SNES



Samus is still trying to bring peace to the world.

#4 STREET FIGHTER II/SNES



The dated version that just won't go away.

#5 SUPER STREET FIGHTER II/GENESIS



40-Megs of fighting power, 0-Megs of voices.

#6 SUPER STREET FIGHTER II TURBO/ARCADE



Only the best will be able to face the ultimate Boss.

#7 STREET FIGHTER II TURBO/SNES



The speedy one is still going strong to date.

#8 SUPER STREET FIGHTER II/SNES



Will Super burn up the charts, or just burn out?

#9 STARFOX/SNES



Still to date the best FX game out there.

#10 TMNT: TOURNAMENT FIGHTERS/SNES



Mike is about to unleash his fury on the evil Shredder.

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EGM's Hot Top Tens

Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of July 18, 1994

3DO

#1	SHOCK WAVE / ELECTRONIC ARTS	
	1 Month	Δ
#2	WHO SHOT JOHNNY ROCK / CRYSTAL DYNAMICS	
	1 Month	Δ
#3	PEBBLE BEACH GOLF LINKS / PANASONIC	
	2 Months	Δ
#4	JURASSIC PARK / UNIVERSAL INTERACTIVE	
	3 Months	∇
#5	DRAGON'S LAIR / READYSOFT	
	1 Month	Δ
#6	OUT OF THIS WORLD / INTERPLAY	
	3 Months	∇
#7	TOTAL ECLIPSE / CRYSTAL DYNAMICS	
	6 Months	∇
#8	THE HORDE / CRYSTAL DYNAMICS	
	4 Months	∇
#9	SUPER WING COMMANDER / ELECTRONIC ARTS	
	4 Months	∇
#10	REAL PINBALL / PANASONIC	
	1 Month	Δ

SUPER NES

#1	SUPER STREET FIGHTER II / CAPCOM	
	1 Month	Δ
#2	FIFA INTERNATIONAL SOCCER / EA SPORTS	
	2 Months	∇
#3	STUNT RACE FX / NINTENDO	
	1 Month	Δ
#4	SATURDAY NIGHT SLAM MASTERS / CAPCOM	
	1 Month	Δ
#5	KEN GRIFFEY JR. PRESENTS: MAJOR LEAGUE BASEBALL / NINTENDO	
	4 Months	∇
#6	SUPER METROID / NINTENDO	
	3 Months	∇
#7	SECRET OF MANA / SQUARE SOFT	
	6 Months	∇
#8	MORTAL KOMBAT / ACCLAIM	
	1 Month	Δ
#9	NBA JAM / ACCLAIM	
	5 Months	∇
#10	LUFIA: FORTRESS OF DOOM / TAITO	
	7 Months	∇

GENESIS

#1	SUPER STREET FIGHTER II / CAPCOM	
	1 Month	Δ
#2	HARDBALL '94 / ACCOLADE	
	1 Month	Δ
#3	FIFA INTERNATIONAL SOCCER / EA SPORTS	
	6 Months	-
#4	WORLD SERIES BASEBALL / SEGA	
	4 Months	∇
#5	NHL HOCKEY '94 / EA SPORTS	
	10 Months	∇
#6	NBA JAM / ACCLAIM	
	5 Months	∇
#7	MARIO ANDRETTI RACING / EA SPORTS	
	2 Months	∇
#8	MADDEN NFL '94 / EA SPORTS	
	1 Month	Δ
#9	NBA SHOWDOWN / EA SPORTS	
	4 Months	∇
#10	MS. PAC-MAN / TENGEN	
	1 Month	Δ

SEGA CD

#1	STAR WARS 3-D: REBEL ASSAULT / JVC	
	1 Month	Δ
#2	VAY / WORKING DESIGNS	
	1 Month	Δ
#3	HEIMDALL / JVC	
	1 Month	Δ
#4	FIFA INTERNATIONAL SOCCER / EA SPORTS	
	1 Month	Δ
#5	STAR WARS CHESS / THE SOFTWARE TOOLWORKS	
	1 Month	Δ
#6	TOMCAT ALLEY / SEGA	
	2 Months	∇
#7	MORTAL KOMBAT / ACCLAIM	
	2 Months	∇
#8	RISE OF THE DRAGON / SIERRA	
	4 Months	∇
#9	DRAGON'S LAIR / READYSOFT	
	6 Months	∇
#10	LUNAR, THE SILVER SUN / WORKING DESIGNS	
	6 Months	∇

GAME GEAR

#1	ALADDIN / SEGA	
	3 Months	-
#2	NBA JAM / ACCLAIM	
	5 Months	-
#3	MORTAL KOMBAT / ACCLAIM	
	11 Months	Δ
#4	WORLD CUP USA '94 / U.S. GOLD	
	2 Months	∇
#5	ROBOCOP VS. THE TERMINATOR / VIRGIN	
	1 Month	Δ
#6	SONIC CHAOS / SEGA	
	8 Months	∇
#7	X-MEN / SEGA	
	6 Months	-
#8	ECCO THE DOLPHIN / SEGA	
	2 Months	-
#9	MICRO MACHINES / CODEMASTER	
	4 Months	∇
#10	ROAD RASH / US GOLD	
	6 Months	-

NUMBER ONE GAME FOR EACH SYSTEM



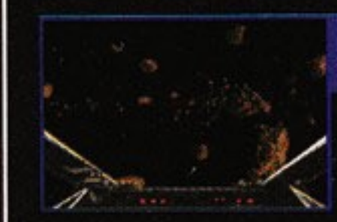
3DO
Shock Wave
Electronic Arts



SUPER NES
Super Street Fighter II
Capcom



GENESIS
Super Street Fighter II
Capcom



SEGA CD
Star Wars 3-D:Rebel Assault
JVC



GAME GEAR
Aladdin
Sega



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1. SNES / SUPER METROID
2. SNES / ACTRAISER 2
3. SNES / STREET FIGHTER II
4. SNES / STREET FIGHTER II TURBO
5. SNES / TMNT: TOURNAMENT FIGHTERS
6. SNES / STARFOX
7. SNES / MORTAL KOMBAT
8. SNES / SUPER EMPIRE STRIKES BACK
9. SNES / CLAY FIGHTER
10. SNES / JUNGLE BOOK
11. SNES / SUPER STAR WARS
12. SNES / SUPER TECMO BOWL
13. SNES / SUPER MARIO ALL-STARS
14. SNES / STUNT RACE FX
15. SNES / SUPER RETURN OF THE JEDI
16. SNES / DONKEY KONG COUNTRY
17. SNES / EARTHWORM JIM
18. GENESIS / MORTAL KOMBAT II
19. GENESIS / STREET FIGHTER 2 CE
20. GENESIS / ETERNAL CHAMPIONS
21. GENESIS / JURASSIC PARK
22. GENESIS / STREET OF RAGE 3
23. GENESIS / ALADDIN
24. GENESIS / BLOODLINES
25. GENESIS / SONIC THE HEDGEHOG 3
26. GENESIS / EARTHWORM JIM
27. GENESIS / DYNAMITE HEADDY
28. GENESIS / SUPER STREET FIGHTER 2
29. SEGA CD / MORTAL KOMBAT CD
30. SEGA CD / SONIC CD
31. SEGA CD / HEART OF THE ALIEN
32. SEGA CD / ETERNAL CHAMPIONS
33. SEGA CD / LUNAR 2
34. SEGA CD / ECCO: TIDES OF TIME
35. DUO / STREET FIGHTER II CE
36. DUO / DRACULA X
37. 3DO / SUPER STREET FIGHTER TURBO
38. NEO•GEO / SAMURAI SHODOWN
39. NEO•GEO / FATAL FURY SPECIAL
40. NEO•GEO / SAMURAI SHODOWN 2
41. NES / ZELDA
42. NES / JUNGLE BOOK
43. GAME BOY / DONKEY KONG
44. GAME GEAR / THE INCREDIBLE HULK
45. GAME GEAR / JURASSIC PARK
46. ARCADE / MORTAL KOMBAT II
47. ARCADE / SUPER STREET FIGHTER II
48. ARCADE / SUPER BATTLETOADS

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through November 30.

Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148

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GAMING GOSSIP

...VIRTUA COP ON THE WAY TO ARCADES...
...32X AND SATURN TRY TO GET ALONG...
...NEO-GEO TO LAUNCH CD 2 SYSTEM...
...NINTENDO CONVERTS CLASSICS TO 64...
...HASBRO READIES VR HELMET...
...ECCO 2 FROM SEGA TO BE 3-D GAME...
...VIRTUA FIGHTER 2 OFFERS MORE...
SONY GETS VF CLONE FOR PLAY STAT...

...Happy ho-hos, of Quarter-fans, 'tis I, the guru of gaming - back once again from the dark side with arms loaded down with the hottest insider dirt that money can buy. That said, the Q-Machine is in overdrive, with early work on a boatload of upcoming products for your eyes only...The first stop on the Q-Mann's monthly trip into the gaming underworld lands yours truly in Japan where Sega is really riding high! Not only is VIrtua Fighter blowing away Super SF2 Turbo, but Daytona is king of the raceways. The latest virtual entry from the big 'S' is Virtua Cop, sort of a combination of Lethal Enforcers with scaling and zooming. It's kind of simple in concept so it probably will hit the home systems soon. Did I hear someone say 32X?...While we're on the subject of Sega, the Quartermann has discovered that Knuckles has escaped from the Sonic 2 and 3 games! Sega will be billing this as the plotline to their new Sonic vs. Knuckles game coming out later this year. My schedule shows a release date of Oct 18th.

...While the 32X and Sega Saturn both utilize the same Hitachi chips, the Q-Mann has learned that the hardware engines are different enough to cause serious software incompatibility problems between the two systems. The Q has heard rumors that Sega knows about this and with their commitment to have all of their systems downwardly compatible, the king of the 16-Bit hill is being forced to either restructure their Saturn to include a whole separate internal 32X engine, or to create another 32X 'add on' adapter which will plug into the Saturn. The Q has also heard rumors that you WON'T be paying for this extra enhancement! How's that? More to come...Excuse me, but how can that new convention be the biggest in the world? They haven't even gotten their first one off the ground - unless you're counting the number of times they've moved the show...

...This just in! SNK has leaked out news that my bud Terry Aki recently picked up in Japan. Evidently, the company is already hard at work on a Neo-Geo CD 2 system! Not bad, considering the first one isn't out yet! This new unit will be designed in the same fashion as the Sega CD2, with the motorized CD tray replaced with a clam-shell manual door. Other cost savings are also rumored to be added to the final product...SNK also has some interesting carts coming our way. Look for what many are already billing as the ultimate fighting game ever! It's called King of Fighters and this mega cart will combine the best characters from World Heroes, Fatal Fury and Art of FIghting - with everybody knocking the sense out of each other in a massive melee never before seen in gaming history! Also look out for Aero Fighters 2 and Agressors of Dark Combat...

...Nintendo is hard at work doing conversions of their more popular titles for the upcoming Ultra 64 machine. While the Q still thinks it sounds like a gasoline ("crystal clear, Amoco Ultra 64..."), this upcoming mega machine is set to debut with some killer names behind it, including Pilot Wings 2 and, of course, a new Mario entry that is rumored to be packed with action, driving, AND flying sequences! Can't wait...Acclaim is moving very quickly to be one of the first third party licensees to bring out Ultra 64 games. Since the Q has discovered from inside sources that they already have an Ultra 64 development system, this should give the house of many labels a good head start on the competition. Look for their first entries to include Turok, based on the Valiant comic book...

...Sources close to yours truly have dished up some dirt on the rumored Hasbro virtual reality system. It looks like the toy giant will be bringing out their headset hardware sometime next year to go head-to-head (so it was a pun, shoot me), with Sony, Sega, Nintendo and other next generation machines. The unit was being shown at a secret closed-door meeting that the Q just happened to walk in on. It was a nice piece of machinery, with a $299 price tag that, considering you get a helmet with two video monitors ready to blast images into your brain, isn't such a bad deal after all...Is it just me or was the middle of True Lies really boring?...Is Sega planning to bring back their 3-D glasses? The Q-Mann has discovered that Ecco 2 will be a 3-D game, but how Sega plans to pull off the 3-D effect remains a mystery to everyone except...

...Terry Aki just phoned (thank goodness for Friends and Family II: The Next Generation) to tell me that Virtua Fighters 2 will hit the streets of Tokyo any day with more characters, better graphics, and more polygons...Speaking of Virtua Fighters, Sony's special Play Station press reception in Japan showcased a VF clone. While the Q discovered that Sony isn't responsible for the swipe, it is good enough to give the Saturn rev a run for its money...'Til next month, the Q tips his hat to Sam M., in the GEnie's bottle. Thanks for the support Sam...

- QUARTERMANN

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PRESS START

NINTENDO TO BE AT CES INTERACTIVE '95

Less than 48 hours after the plans for the 1995 CES Interactive were announced, one of the biggest players in the video game industry announced their intention to exhibit.

The CES Interactive show will have a total of 300,000 square feet of exhibitor booth space. Since the show was first announced, 24 companies have signed on to exhibit. Those names include Alias Research, who is working with Nintendo on development technology for the Ultra 64, GTE Interactive, Konami, Naki, Ocean of America, STD Entertainment, Taito, Time Warner Interactive, and Turner Interactive.

Peter Main, vice president of marketing at Nintendo of America called the '94 CES their "best show in three years and we are looking forward to participating in CES Interactive next year in Philadelphia."

It is expected that Nintendo's licensees will also sign on for exhibit space. But, Sega may be absent again next year, as some sources have indicated that they have already reserved space in Orlando for another dealer-only showing.

VR MKII?

Come September, you'll be feeling a lot more of Mortal Kombat II than you might want to.

Pick up an MKII cart and you'll see an Aura Interactor card inside. Likewise, if you buy an Interactor Virtual Reality vest, you'll see an MKII card.

MKII and the Aura Interactor will make for some great game playing!

NEW TECH FOR ULTRA 64

Using Rambus technology, Nintendo's Ultra 64 machine (scheduled for a fall '95 release) will run at a zippy 500 mHz.

The results on screen will be fast, smooth game play and texture mapping. This is a major leap in technology when you consider that PC systems use processors that are between 30 and 66 mHz.

Howard Lincoln, Nintendo chairman, states, "The addition of Rambus is a significant step. They not only make possible the processing speed we require to give consumers a totally new video game experience, but they deliver that technology at an affordable price."

Be looking for Ultra 64 games to hit an arcade near you this fall.

SNK'S NEO-CD TO LAND NEXT SPRING!

The amazing Neo•Geo CD-ROM system is coming along in its development stages.

We decided to catch up with the system, and there's a few new things that may be of interest.

The system is tentatively scheduled for a spring/summer '95 release. The suggested retail price may be somewhere around $399. And, we have been told that they are planning 50 titles to be ready at the launch, a mixture of new releases and older Neo•Geo games that have been ported over onto the CD platform.

In other Neo news, Aero Fighters 2 will soon be around, so be looking for a preview in *EGM²*.

SNK will not abandon their cartridge system, as games are in development for that as well.

If SNK can deliver the goods, many arcade gamers will be in for a pleasant surprise next spring!



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THIS MAY BE YOUR LAST.



3DO

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3DO'S FALL/WINTER GAME PLAN ANNOUNCED



Star Control II gets ported over and re-vamped for the 3DO.

For those of you out there who bought a 3DO when it first came out, you know of the drought in new software titles. But for Christmas this year, you'll be very happy to see what they've got planned. 3DO and their third party licensees are developing new software as quick as they can.

Slayer is the first Advanced Dungeons & Dragons title for the 3DO, and features a unique randomizer that will make every game different. Monsters, the layout of the mazes, and the puzzles you must solve will all be completely new each time you play. A first-person perspective adds to the game play and over 4 billion dungeons can be created. You'll be armed with weapons and magic, but will you be brave enough to survive?



Interplay's Kingdom brings you into the story using cinemas.

Alone in the Dark by Interplay is a new 3DO game that has been ported over from the PC. It involves a horrific world where secrets and evils of Derceto come to life. It takes full advantage of the 3DO's cinematic capabilities for the best play possible.

Kingdom: The Far Reaches takes you on a quest to retrieve the five pieces of an amulet known as The Hand. This 3DO original is filled with amazing animated cinemas to tell this complex and intriguing story.

PaTaank takes you where no pinball game has gone before. With a first-person view, you'll be jetted all over the board, through tunnels and curves in three stages of fun. No doubt you'll be hearing many a PaTaank!



PaTaank! will have 3DO owners bouncing off the walls.

To satisfy arcade rats everywhere, Super Street Fighter II Turbo will be coming to the 3DO as well. Add to that Samurai Shodown, and you've got a holiday season that is packed with new games. And what we've mentioned here is just a sampling.

Other new titles coming soon include Dragon's Lair II: Time Warp, Duelin' Firemen!, FIFA Soccer, Flashback, Space Pirates, Tetsujin, The Lost Files of Sherlock Holmes, Virtuoso, VR Stalker, and Way of the Warrior. It's definitely going to be a great year!

32X AND SATURN

At the CES, we were able to ask a few questions about Sega's 32X and Saturn systems.

Earlier, we reported that Super Space Harrier would be released. That title has since been pulled from their 32X development list.

The 32X will not come with a pack-in game, but there will be an unspecified surprise enclosed in the box. We'll have to wait to see what that might be. There may also be a Genesis configuration soon with the 32X hardware built in.

The first titles to be available for the system are Tempo, Doom, Star Wars Arcade, and Virtua Racing Deluxe. More will follow soon after and in time for Christmas.

The 32X will connect to any Genesis configuration, including the CDX and X 'Eye. So if you bought one of these specialty Genesis configurations, you will not be left out.

As for the Saturn system, Sega of America still won't comment. However, it's possible that the U.S. market will get a totally different configuration of Saturn hardware.

Whether this means they'll change it from being a 32-Bit system has yet to be known. But, they are thinking of changing the Saturn hardware for the U.S. market.



Virtua Racing Deluxe is headed our way on Sega's 32X super machine.

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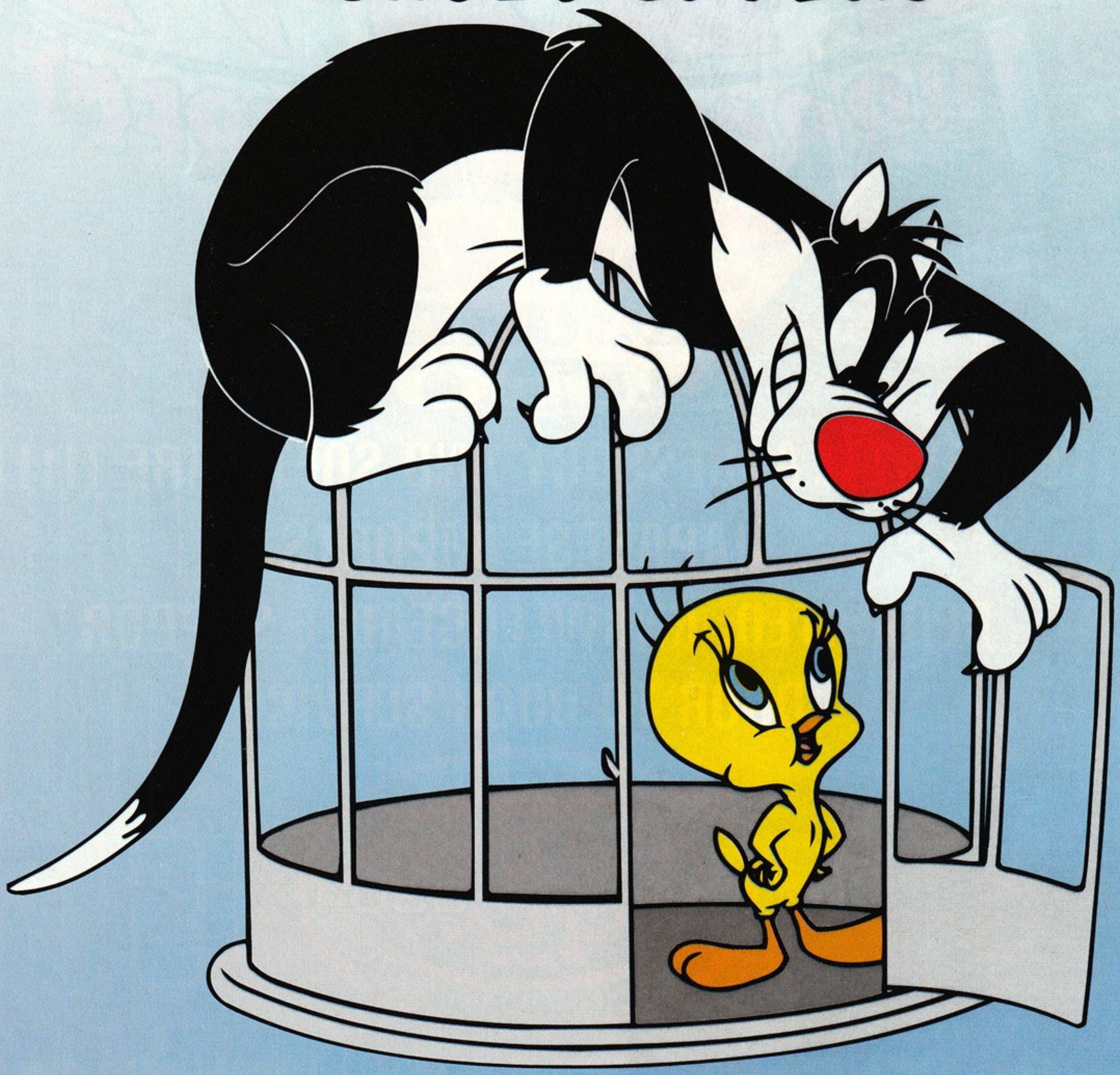
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Sylvester and Tweety IN CAGEY CAPERS



"BAAD OL' PUTTY TAT!"

Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there's a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It's amazing what this cat will do for a bite to eat.



- Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
- Full animation and cartoon like graphics and voices bring this hysterical "Toon" adventure to life!
- Multiple levels of difficulty adjust play for all ages and abilities!
- Use Sylvester's patented evasion maneuvers to hide from Tweety's protectors!
- Grab items found in the background to make difficult, but climbable stacks!

TIME WARNER INTERACTIVE

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GENESIS™

LOONEY TUNES

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ARCADE ACTION

WING WAR by Sega

Sega has once again tested the limits of the imagination with their latest coin-op wonder. Wing War is an aerial battle game unlike any you've seen before.

Taking its cue from games like Virtua Racing and Virtua Cop, Wing War takes the player to a battle in the skies. The game allows for three viewing perspectives, including cockpit, rear, and top. Wing War also incorporates a new Automatic View button which enables the player to view the action from an optimum perspective automatically. This excellent feature adds additional realism to this exciting new title.

The game's processor is also a marvel. It has the ability to process surprisingly realistic images at 180,000 polygons per second! This gives the game a very fluid, lifelike feel. Players also get to pick from eight different fighters ranging from propeller-driven planes to military jets.

If you get a chance, check out Sega's Wing War. The missions are exciting, and not too tough for the average gamer. This game is going to be very popular in arcades!





The graphics are really smooth thanks to the game's awesome processor.



Target the enemies with your gunsights and let them have it with your weapons.



Eight planes are available for your use. Select the plane you like the best.



Players can select the kind of aircraft that they can go into battle with.

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You are Kyle Blackthorne, mercenary and long lost Prince of the war-torn planet Tuul and one mean machine. Mysteriously you are summoned back from Earth to liberate your people from Sarlac and his foul forces of evil.

Armed with brute strength, animal cunning and a lead-spewing shotgun you'll face lethal Rock Beasts, perilous Eekers and other monstrosities. All blasting at you in full-motion cinematic animation and digitized sound - so real that you'll think you've lived it.

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He's Here To Take Out The Trash.



MY ENEMIES ARE MORE EVIL AND REPULSIVE THAN I EVER IMAGINED. THEY ARE BRUTAL, HIDEOUS CREATURES WHO DELIGHT IN BUTCHERING THE INNOCENT, THE UNARMED... MY PEOPLE. I GROW IMPATIENT TO AVENGE THE VICTIMS IN THIS HELLISH PLACE. THERE HAD BEEN MUCH BLOODSHED, BUT THE NIGHT IS YOUNG. AND IT'S TIME THEY MET BLACKTHORNE.

Kyle—

Win a limited Print of the **Blackthorne Art Work** *signed by* **Jim Lee** *the artist!*

J'M LEE

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BLIZZARD ENTERTAINMENT

Interplay™

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Interplay Productions, Inc.
17922 Fitch Avenue
Irvine, CA 92714

DARKSTALKERS: THE NIGHT WARRIORS™ by Capcom



Each player has a variety of bizarre and wacky special moves in their arsenal.



The classic "horror show" backdrops lend an air of comedy to the game!



Anakaris the Egyptian mummy likes to keep his opponents "all tied up."



Sasquatch shows off his chilling special move—the dreaded Big Snow. Burp!

Capcom has announced the arrival of a new fighting game due to hit the arcades this fall. Darkstalkers: The Night Warriors™. This latest brawl-fest looks to be one of the most monstrous (excuse the pun) releases from Capcom yet!



Square-off with an opponent, either real or computerized, using some of the most recognizable monsters of all time! You get all of the goodies of a regular fighting game, but with a sometimes comical twist. Pick between a very unique ensemble of warriors including a vampire, a werewolf, a sasquatch, a zombie, and other monstrously awesome contenders from the late night horror show!

Each contestant has a huge variety of moves including secret moves which can be performed to inflict maximum damage on your opponents. Darkstalkers appears to be more of a cartoon-like fighting game than Capcom's Street Fighter games. Some of the characters' special moves are hilarious to watch—especially the sasquatch's Big Snow move where he "hurls" a glop of snow at his opponent to freeze them. What a riot!



Featuring a six-button controller and a joystick for full-featured game play, this ghoulishly fierce fighting game is sure to appeal to an incredibly large number of arcade-goers. Capcom's Darkstalkers: The Night Warriors™ should prove to be a big hit!



The character animations are among the best ever seen in a fighting game.



Use the health bar to gauge your performance and the strength of your foe.



Keep an eye on the special moves meter located at the bottom of the screen.

SEGA-CD™ owners asked. We listened. Now, it's here...

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THE SILVER STAR

True Role-Playing!
CD sound!!
Hot animations!











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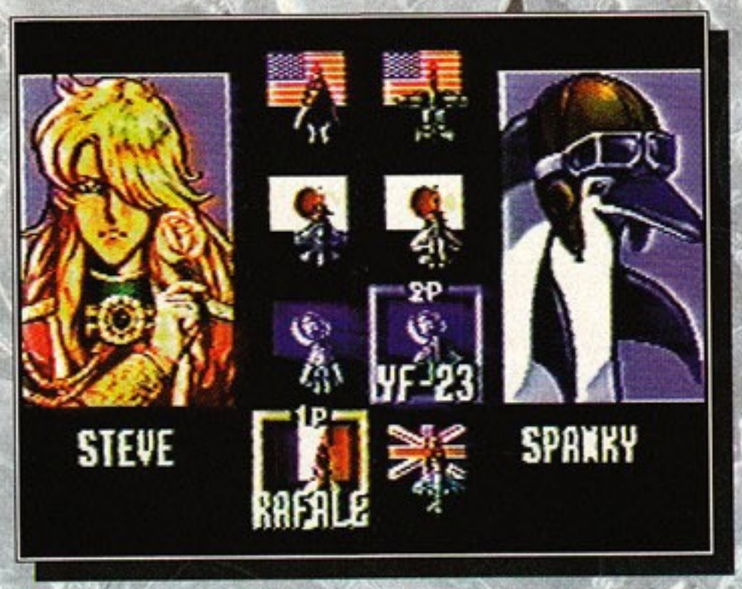
Our games go to 11!

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AERO FIGHTERS 2 by SNK



Huge Bosses like this are a common sight in SNK's Aero Fighters 2!



There's a wide range of pilots to select from. You can even play as a dolphin!



Make sure that you're powered-up so you can annihilate all of the enemies.



Weapon power-ups can be easily obtained by destroying various objects.

Hold on to your seats everybody, Aero Fighters 2 is ready to make a landing at your local arcade! Aero Fighters 2 is the sequel to one of the most popular arcade shooters ever made. Fans of the first installment will definitely not be disappointed.

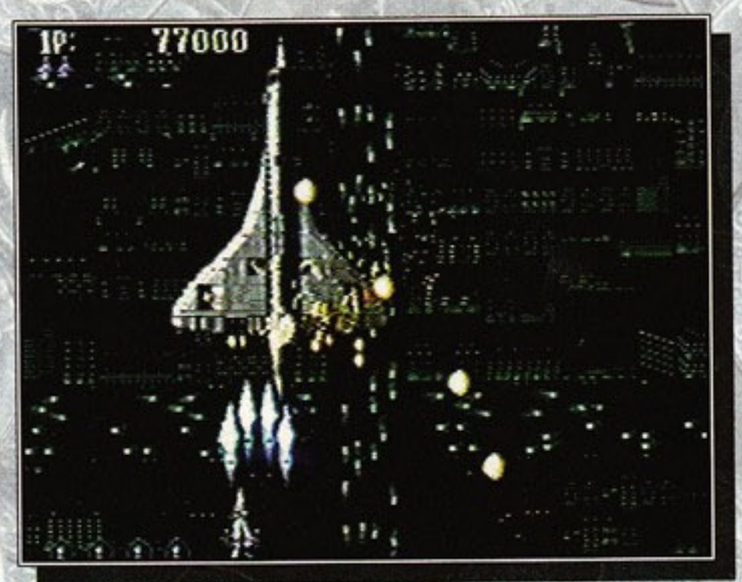
This shoot-'em-up features humongous end Bosses, fantastic graphics, cool special weapons, and an excitement level that will take its toll on your heart! To add to all of this, there's the always welcome option of playing a two-player simultaneous game with a friend!

You can select your pilots and jets from a wide assortment of countries from around the globe. Some of the pilots are actually pretty comical, like a dolphin and a little kid! Too funny!

There's little lacking in this shooter fan's dream-come-true! So strap yourself into the cockpit and get ready for Aero Fighters 2 from SNK.



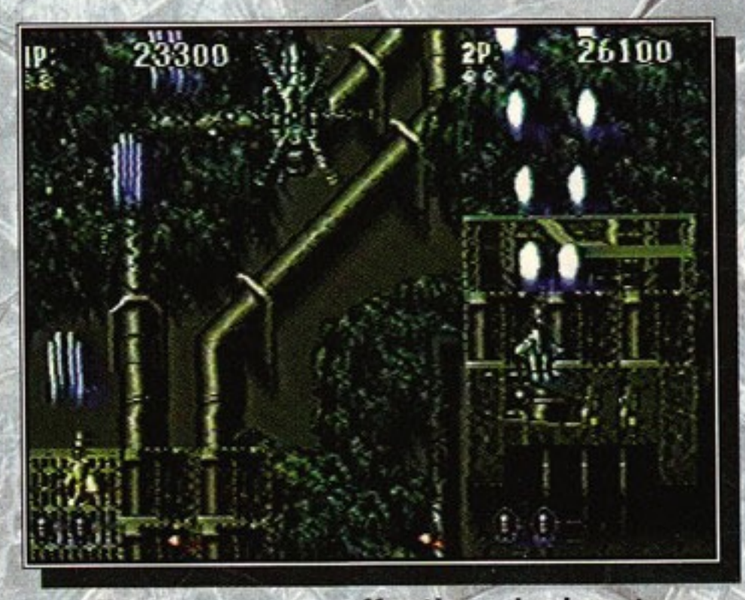
This immense battleship Boss is a real pain to destroy—so stick with it!



The enemy aircraft come in all shapes and sizes so keep your eyes peeled!



Each pilot has his/her very own special attack. Use it in an emergency!



For even more effective playing, two players can go at it simultaneously.



Your super weapons are gauged at the lower left-hand side of the screen.

VAY

Alien.
Deadly.
No Fear.
No Remorse.
...and it's coming
to your SEGA-CD.™

Awesome Role-Playing!
CD Sound!
Animation!







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YOU CAN BE THE ALIEN.

Lunch. Toast. Dogmeat. Y*ou're* on the menu. The Alien eats you from the inside out. The Predator's razor-like mouth parts go for the crust. It's one thing to be low man on the food chain in a 16 or 32-bit game. But in Jaguar's 64-bit system, it takes extremely fine tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the

ALIEN



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.



THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to his acid-spitting. That's just plain sick.



YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too Bad. Tell your therapist.

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YOU CAN BE THE PREDATOR.

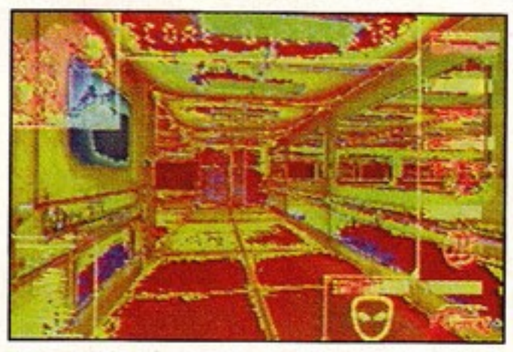
OR YOU CAN BE LUNCH.

PREDATOR

Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping - *the better to see you.* Huge sound-sampling -*the better to hear you.* And unparalleled animation - *the better to come out of nowhere and eat you.* In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.



THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.



MARINE? SOLDIER-ON-A-STICK IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

JAGUAR™ 64-BIT DO+THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

INTERNATIONAL OUTLOOK

10 GAMES PREVIEWED!!!
Sound Fantasy, Dotchers, Kendo Rage 2, Breath of Fire 2, Yum Yum, OB Club, Dragon Slayer 1 and 2
FACT FILES: The Firemen, Osu! Karate Club

INTERNATIONAL NEWS

Yo gamers! This is the 'Aki-man with the latest scoop from the good ole Land of the Rising Sun! After a wee bit of lag time after the Toy Show, we are now getting a whole slew of killer carts! First on the interesting tidbit list is that the NEC 32's official name was finally bestowed, the PC-FX.

On the 20th of July, Sony presented a showing of working PlayStation games! First off was Konami hitting it big with Super Parodius, which is said to be a letter-perfect clone of the arcade—and that's not all! Also available on the disk is the *original* version of the first Parodius! Wow! There was also an incredible looking Virtua Fighter-type game from a yet unnamed company, and Gundam RX78, a full polygon fighting game from Bandai!

In the regular video game news, Konami has announced that they are hard at work on Goemon 3 (the sequel to Legend of the Mystical Ninja). Also the company Saurus of Japan announced that they are going to produce Art of Fighting 2 for the Super Famicom. That's about it for this ish', but don't forget to check out my best buds Nob and the "Virus" in the pages of *EGM²*! *Kochi Kochi!*



Nintendo of Japan

Sound Fantasy

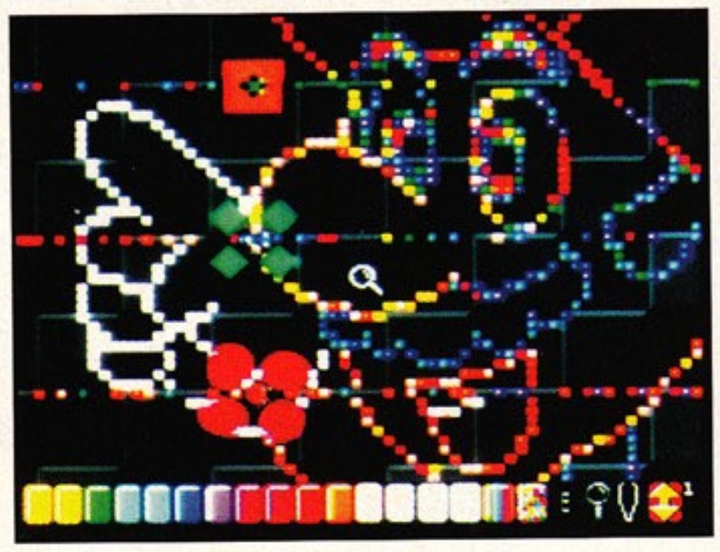
Super Famicom	SUPER Famicom
Art	
September	¥6,800 w/o Mouse

Trust Nintendo to come up with something unique! SF contains four games: Beat Hopper, you are a bug on a pogo stick bouncing on blocks; Ice Sweeper is a variation on break-out; Pix Quartet, a variation of Mario paint with color and music combined; and finally, Star Fly which is hidden.



A save feature exists so you can store three of your masterpieces-in-progress!



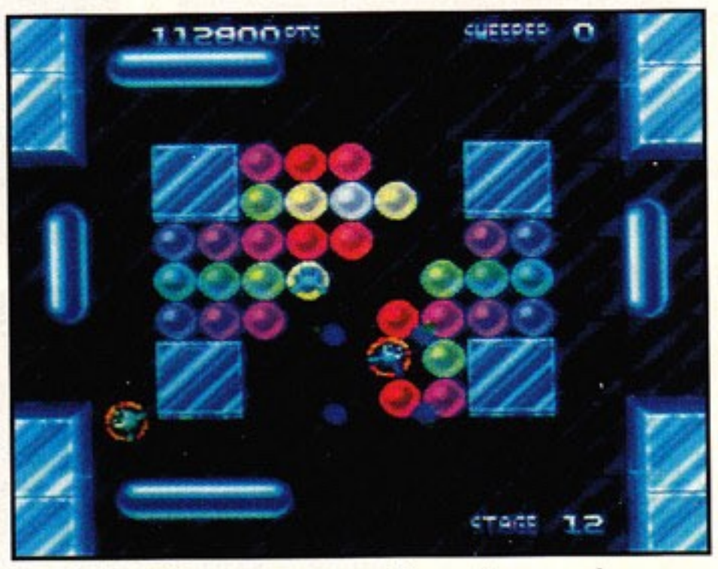


One of the main games is Pix Quartet, which has you laying down colors (each color symbolizing a note and has four of 16 different bugs (representing instruments) race across for a noise-fest. Or if you're good, a beautiful masterpiece!









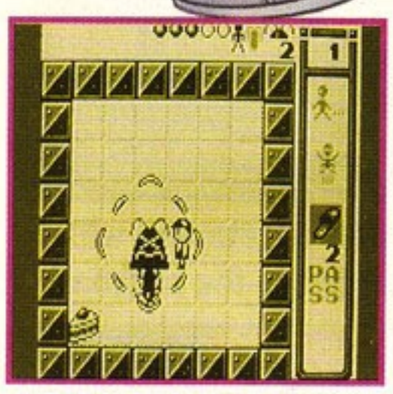
In Ice Sweeper, you knock your bug about to pop the musical spheres.



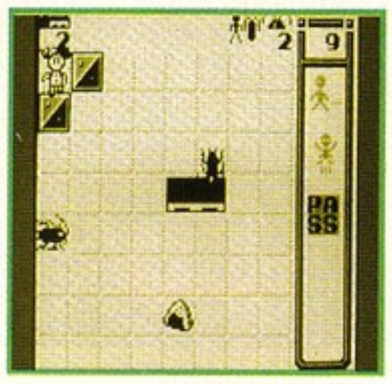
Play as a bug in Beat Hopper—a Q-Bert style game.

Finally, A Game With the Right Kind of Bugs!

STOP THAT ROACH!



Smash'em with a slipper



Set a trap roaches can't escape from



Victory is sweet!

There's always a chance a video game will make it to market with bugs. In Koei's newest Game Boy title — **Stop That Roach** — we're making sure our game has lots of bugs (roaches, that is). As either Ken or Lilly, it's your job to battle those nasty critters that have invaded your kitchen and are eating all your snacks.

Pick up the nearest household item, be it a broom or bedroom slipper and smash the bugs flat. But watch out, these roaches have a serious attitude and aren't afraid to fight back! Once you have corralled a group of roaches, lure them into a trap or eliminate them using bug spray. In all, the roaches have 100 different strategies for getting past you and at the food. What are you waiting for? Arm yourself and enter the kitchen swinging. We guarantee you'll find bugs!

- **100 challenging puzzles to solve**
- **Battle roaches as either Ken or Lilly**
- **Draw from an arsenal of *items* including a *broom*, *bedroom slipper* and roach trap to combat those pesky *bugs***
- **Beware of roaches that *bite***
- **Password option allows you to play puzzles you've already solved**
- **Get helpful hints to plan your next move**

Available for Game Boy.

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KOEI

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GAME BOY™

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Bullet-Proof Software of Japan

Dotchers

Super Famicom	
Action	
October	Price: Unknown

The animals of Bumps Island are suiting up for their favorite sport, Dotcher. It is like a free-for-all dodgeball played on a field strewn with obstacles, traps, and handy items. The game design is similar to Bomberman. Unlike Hudson's blastathons, the characters are not one-hit wonders. As each character absorbs a certain amount of damage, more reckless attacks are possible in Dotchers. There's also no need to duck and hide from your own thrown ball—unless it is deflected back. There are a total of eight characters you can pick from, and each one has its own attributes. Also, this game is multi-player, allowing you to have three friends play with (or against) you as well!



The game is four-player simultaneous with eight characters to choose from.





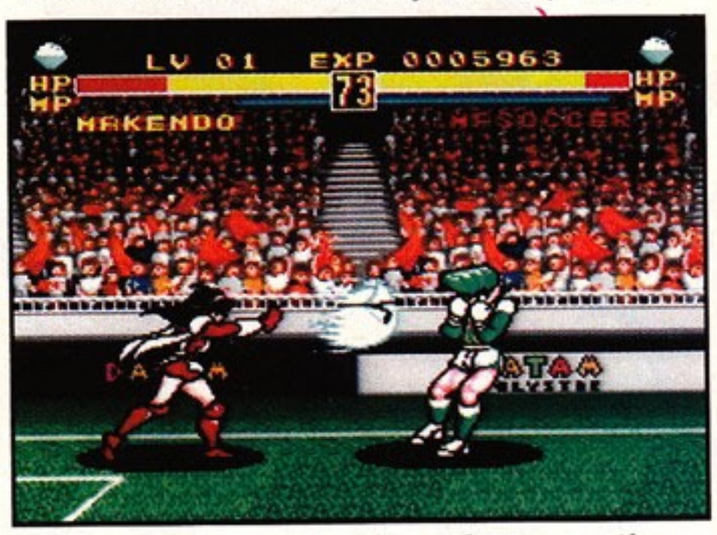
Similar in looks to Bomberman, Dotchers delivers multi-player fun!

Datam Polystar of Japan

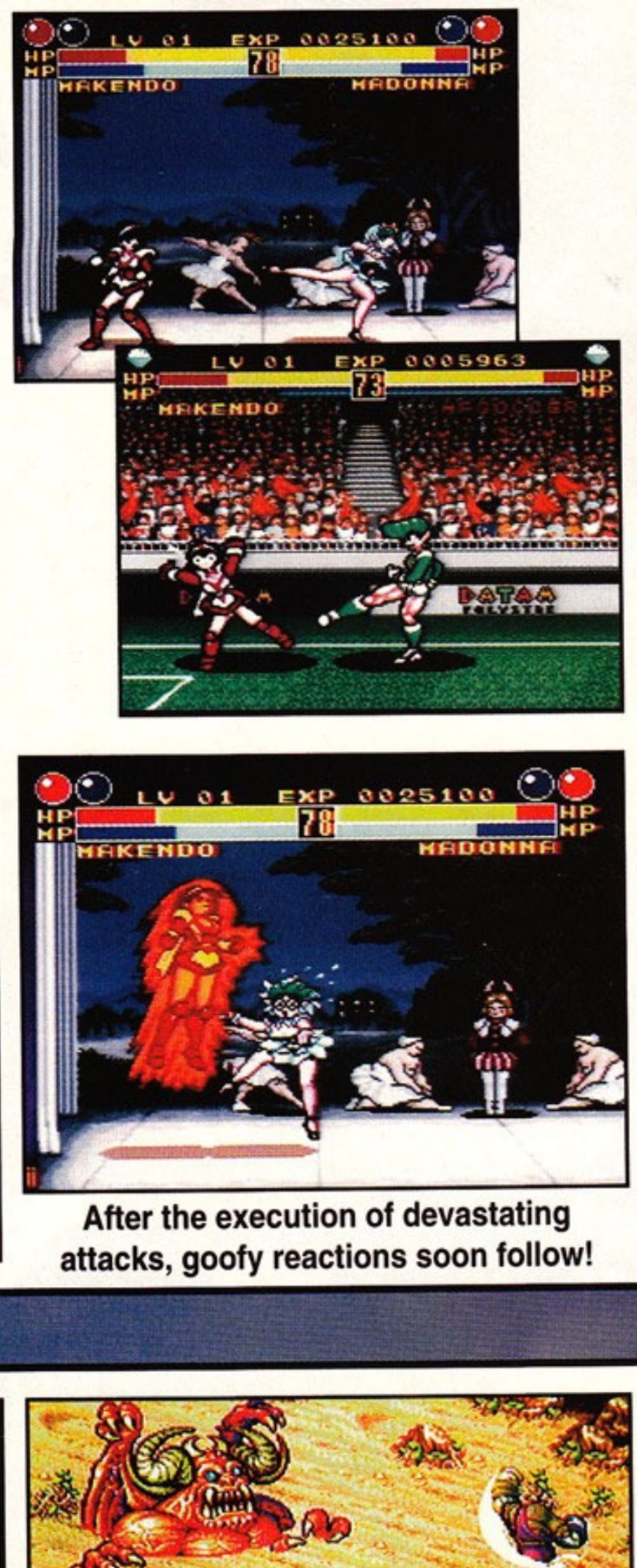
Kendo Rage 2

Super Famicom	
Fighting	
October	Price: Unknown

The sister of the gal who starred in the first game, Hikari Tsurugino takes over the lead spot in this fighting game sequel. Instead of being realistic, the emphasis is on anime cuteness. In addition to a 'magic meter,' there is a unique level-up system similar to the RPG method. The higher the level, the more moves and abilities at your disposal.



The higher the level you become, the more moves available for your use.



After the execution of devastating attacks, goofy reactions soon follow!

Capcom of Japan

Breath of Fire 2

Super Famicom	
RPG	
December	Price: Unknown

Capcom is preparing the sequel to the hot RPG which has just been released here by Square. The lead character this time is a boy named Ryu, also of the clan of the White Dragon who was orphaned long ago. With his partner Bosh, they'll set out for adventure!





The quarter-side view is retained with even more detail added to the combat!





The attention to detail really shows in both the adventure and combat sequences!

IN AEROBIZ SUPERSONIC, EVERYTHING'S BETTER BUT THE FOOD!



It's the beginning of the 21st century and competition in the airline industry is heating up. Lower fares, better service and improved flight schedules fuel the war in the skies.



SET UP BOTH DOMESTIC AND INTERNATIONAL ROUTES



PURCHASE STATE-OF-THE-ART SUPERSONIC AIRCRAFT



REVIEW AIRLINES SERVICES AT DESTINATION CITIES

As a young ambitious CEO, it's up to you to make sure your airline is a survivor and not just another casualty. To succeed, you will have to make some tough decisions including where to fly, what aircraft to purchase and how to attract visitors to the cities you service. Your goal: to differentiate your airline from the rest while still turning a profit.

In Aerobiz Supersonic, fashion a powerful fleet of aircraft from more that 50 possible choices, organize routes to 89 global destinations and invest your profits in a variety of new services including amusement parks, ski resorts and airport shuttle services.

And don't forget, as CEO your still responsible for things like plane maintenance, advertising and handling those periodic emergencies such as a plane crash or employee strike. Get ready to make some tough decisions! And now that you're CEO, try doing something about the food!



- ***Offer air service to over 80 major & minor cities around the globe***
- ***Select from 4 eras in aviation history including two futuristic scenarios***
- ***Purchase from an extensive list of aircraft, including historical, fictitious & supersonic airplanes***
- ***Diversify your airline through business ventures such as golf courses, ski resorts & shuttle services***
- ***One to four player fun***

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Sega Genesis title pictured above not yet rated.

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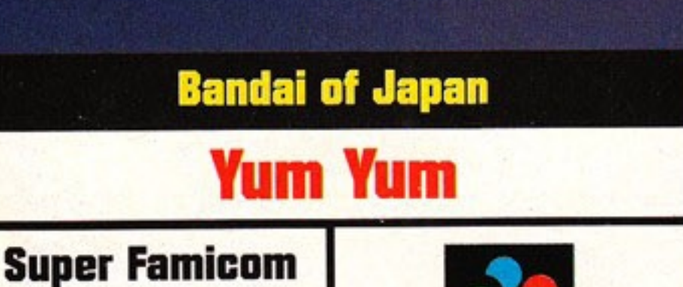
Online Support offered on CompuServe: GO VIDPUB, Sect. 4

Bandai of Japan

Yum Yum

Super Famicom	SUPER Famicom
Action	
Unknown release	Price: Unknown

The main character is Yum Yum, a huge duck or a platypus-like thing (it's ugly in a cute way). Although an RPG, this is strictly played for laughs, so there isn't a princess to rescue or a world to be saved. Instead you get 30 short episodes that are loaded with gags. There are even some shooting games for a challenging break.







Wander through cartoon-like levels filled with funny gags!



A—shall we say—unusual game with really quirky off-the-wall humor.

Sega of Japan

Dragon Slayer Hero Legend

Mega Drive	MEGA DRIVE
RPG	
September	Price: ¥8,800

This is a translation of a popular PC RPG series made by Nippon Falcom (Known for Ys and Popful Mail). Also available for the Duo CD, this is the first episode of an ongoing series of the adventures of Celios, a young prince in search of his father's murderer. The second story is being readied for an end of the year release.



On the search, you will encounter many creatures, including your father's killer!



Be sure to check every item and weapon shop for new gear to buy.

Dragon Slayer 2



Being a separate 16-Meg cart, DS2 is the sequel set 20 years after the first adventure, involving many overlapping plot lines and places from the first game.

Masaya of Japan

OB Club

Super Famicom	SUPER Famicom
Golf	
October	Price: Unknown

What can be more sinfully evil than a wacky miniature golf game—when you add in the vicious elements of croquet. You can tee up and smack your opponent's ball out of bounds (OB) by just touching it with your own ball in the same manner as croquet. (A really fun way to ruin friendships, relationships, and family!) Two thumbs up for Masaya's ingenuity.





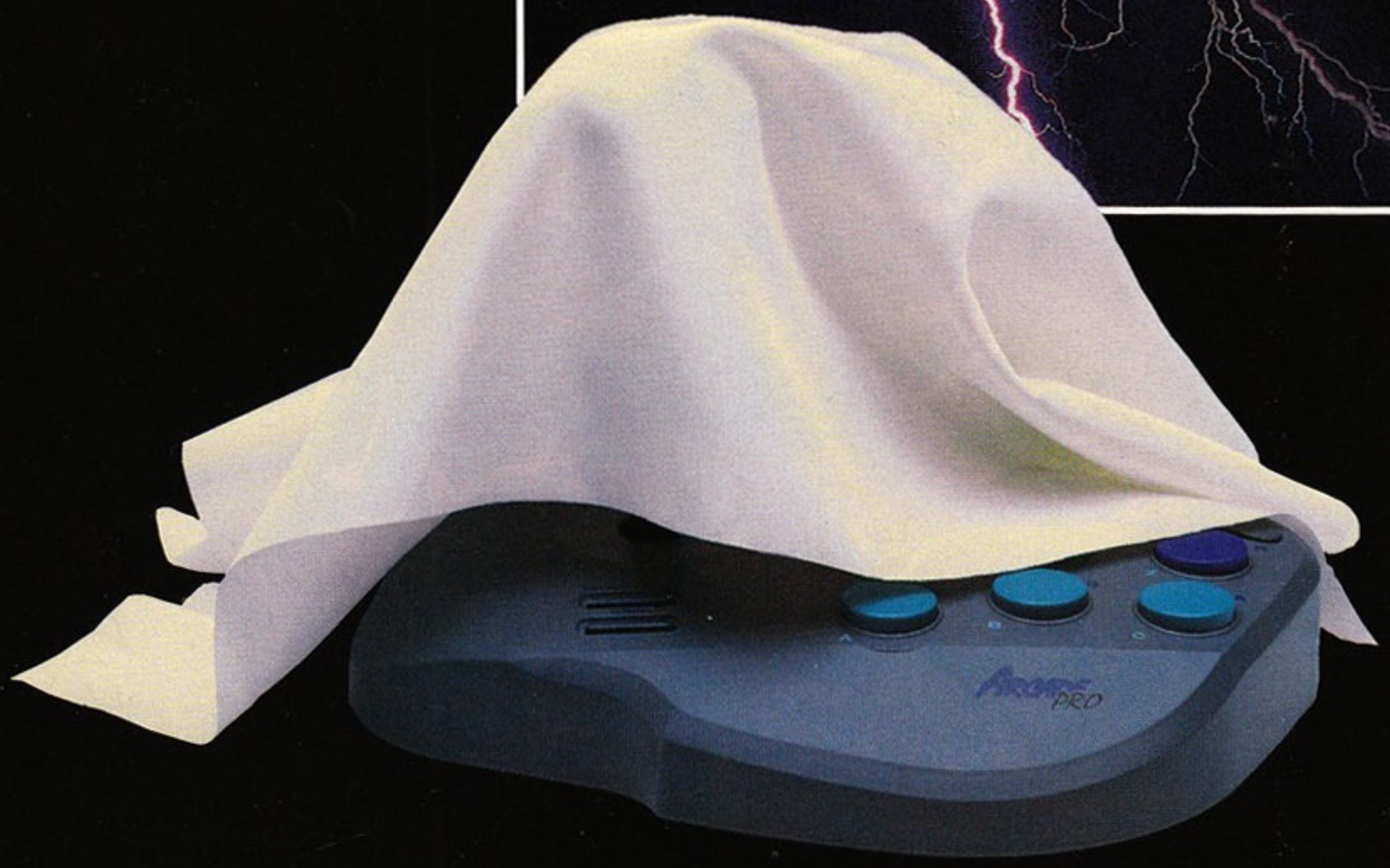
There are six courses ranging from ancient Greek ruins to a giant world with huge pencils, books, and other everyday items. Watch out for spilled ink wells and coffee cups!



Bizarre and twisted, OB Club adds a unique twist to ordinary miniature golf!

MORTAL KOMBAT® II AND SUPER STREET FIGHTER™ II ARE COMING...





PREPARE YOURSELF

Only the dual compatible, six-button ARCADE PRO joystick from INTERACT can prepare you for the challenge that lies ahead.

COMING SEPTEMBER 1994.

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STD

Kreischend
Zombies
Zombies
Zombies

and penetrates

the gut

way down there where you don't know what's really going on is the spot where your breakfast was and your lunch is

and now the interactor's there thumping away at your gut making your favorite video game incredibly fresh because

now you're feeling everything the second you put it on plug it in crank it up.

interactor. cool.



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the interactor works with all video games, tv's, vcr's, stereos and anything else you wanna feel.

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JAPAN





FACT FILE

THE FIREMEN

MANUFACTURER	# OF PLAYERS
HUMAN OF JAPAN	1
DIFFICULTY	**AVAILABLE**
MODERATE	UNKNOWN
CARTRIDGE SIZE	**NUMBER OF LEVELS**
UNKNOWN	UNKNOWN
THEME	**% COMPLETE**
ACTION	100%



Aside from the quickly crisping floors, mechanical objects have gone haywire.



The deeper you go, the more hellish it will get. Can you stand the heat?

THE FIREMEN

Brave the fires and flames to rescue innocent people from the towering Metrotech building. Firefighters Danny and Pete must work their way through the burning structure.

Metrotech, a major chemical manufacturer, was holding a Christmas party in their newest office tower. Unfortunately a kitchen fire got out of control, and now the whole place is going up in a blaze.

It's up to you to enter the tower, put out the fire, and save everyone trapped inside.

If you've ever seen the movie *The Towering Inferno*, you know what to expect from this 'hot', original game.





DANNY





PETE



You play as Danny and Pete, two outstanding firefighters.





There are many types of fires, and you must figure out the best way to eradicate each one. Some require quick bursts of water, others strong blasts.





Always hit the small fires first, or they'll grow to massive proportions.

The first part of the Metrotech building is perfect for learning how to use your hose. Stopping these early flames is easy. Be prepared: The Firemen is a real challenge.





The minute you enter the Metrotech building, your life will be in danger.

they've got
claws
they've got
venom
they've got
teeth
you've got
BANANAS?

But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie. *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

Available for all your favorite game systems.

Disney's
The Jungle Book







Virgin

Disney Software

*Number of levels and bonus rounds vary according to game system. Screenshots taken from Sega™ Genesis™ version. Other versions may vary. © The Walt Disney Company. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

THE GOOD

This is a great action game with top-notch graphics. Battling blazes was never so much fun!

THE BAD

Maybe this game is a bit too simple. There aren't any icons or power-ups—just good clean hosing.

THE UGLY

Knowing that out there, people are tackling situations like this everyday. I wouldn't want to do it!



HOSE

Use a jet of water to douse the flames.

AXE

Use the axe to hack away the debris.



SAVING LIVES

When you find a person, your partner will carry him or her to safety outside. Save everyone if you can!

THE FIREMEN

SURVIVING THE FLAMES...









As you progress through the Metrotech building, it will become apparent that there's more fire than you can stop. Keep moving, but you don't have to go out of your way to stop each little fire. Will you be able to survive?

THE MAJOR FLAMES (BOSSES)



At the end of each level there is a particularly hard-to-kill blaze of fire. These generally spread quickly, and they will do a lot of damage. The best way to stop them is with constant suppression (with water, of course).







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DUNE™

THE BATTLE FOR ARRAKIS









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ELECTRONIC GAMING MONTHLY

Westwood™ STUDIOS

Virgin

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JAPAN



Enter the "Spirit Meter"



The spirit meter is a gauge for your special attacks. You can perform a super special attack when the bar is at maximum (pictured below). Should you lose your life in a match, use your energy to replenish it by rapidly hitting punch!



Regain health when down!



Story Mode







The Story Mode is where you play only as Takada. The plot thickens between chapters, and interactions with other characters become quite intense. You will hear new info about the other gangsters and new enemies that you will encounter.

Group Battle Mode

There is a One-on-eight (sequence fighting) and a Five-on-five Mode that can let your battles last for quite some time when you are duking it out with one of your friends.





Versus Mode





By now, you all know what mode is—12 characters and selectable levels.



FACT FILE
OSU! KARATE CLUB

MANUFACTURER	# OF PLAYERS
CULTURE BRAIN OF JAPAN	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	AUGUST
CARTRIDGE SIZE	**NUMBER OF LEVELS**
20 MEG	4+
THEME	**% COMPLETE**
FIGHTING	80%

THE GOOD

The super special attacks are neat, and the ability to regain your health with your "spirit bar" really helps.

THE BAD

The animations of this game are somewhat choppy, and the sounds aren't all that clear.

THE UGLY

Watching the faces in the life meters of the characters. They display queer expressions when hit!

This game is based on a popular manga series in *Young Jump*, a weekly mag intended for high schoolers by the same publishers of *Jump*, the 400-page manga weekly with circulation of six million.

The story revolves around Takada, the head of the high school karate club, and Osaka Soul, the leader of all-youth gangs in Osaka (yes, he's the big oaf next to the title). The player is treated to several of his adventures. Alas, another manga fighting game is produced, providing a plethora of special techniques and some super special attacks coupled with many kinds of options.

Osu!! Karate Club



All of these are habit



forming but only one



won't give you zits.







VIC TOKAI INC.
22904 Lockness Ave.
Torrance, CA 90501

GENESIS

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Ando





Ando has several powerful punch techniques and a ground cracker.

Chapter One

The first challenge is by Ando, who is the school boxing club head out for number one. Once he is defeated, Takada goes out on a date where he is beset by Sakuma who, when beaten, explains that the youth gangs of neighboring Kobe are trying to wrest control.







Sakuma





Though he has no projectiles, he is swift and deadly with his kicks.



Chapter Two

After Takada's ordeal with Ando and Sakuma, he is then approached on the street by a strange monk (named Suenaga) who wields deadly prayer beads (!?!). After that battle, Ryuryu and Kouryu (twins who fight almost as if they're one) attack. Once these nuisances are disposed of, the final Boss of Chapter Two (a vicious mass of muscles by the name of Rick Powered [below]) jumps on you.



Suenaga has several rapid hand attacks and is great with his prayer beads as a weapon!

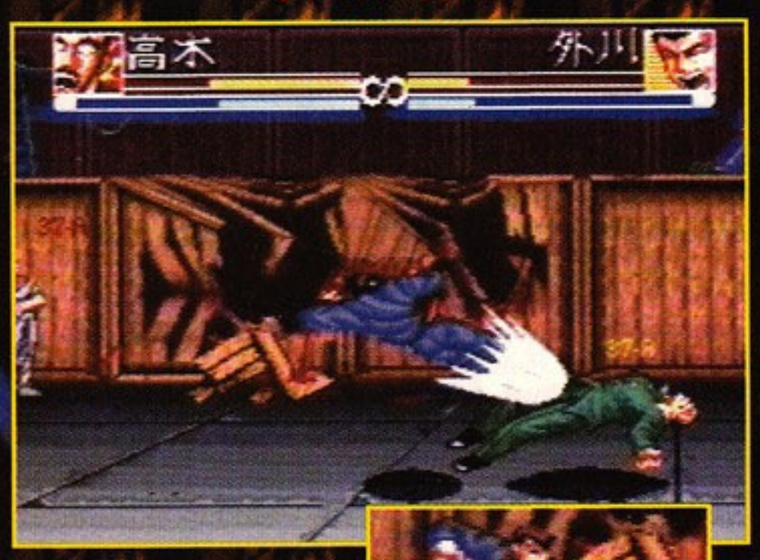






These twins can perform several combo attacks as well as normal ones.

Sotokawa





This suit-'n'-tie man possesses flash kicks, but he's not that hard.

Chapter Three

In this chapter, a letter arrives in Osaka for Takada. It is for a contest to test the might of Takada in order to see if he can be the next Osaka Soul. After dealing with Sotokawa and Kira, you will encounter Jinrai, who pummels you instantly!



Kira





Kira is a master with projectiles and several flash attack abilities.



And Further On...

Don't think we're going to spoil all the fun for you! In later chapters, you will deal with advanced training techniques by the grand master Ko Ryuun (who you'll have to fight). Eventually you take on the Bosses Nakai and Tanaka. Battle Jinrai, a muscle mass who is one tough customer, in the final conflict.



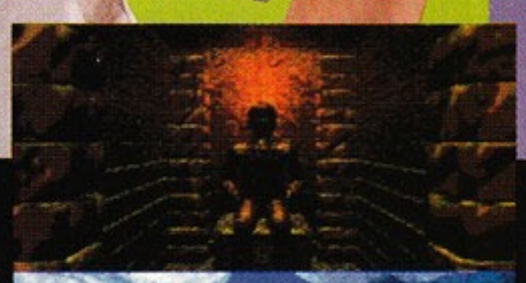
Meet Our Soul Survivor.

GAME PLAYERS ULTIMATE











Our guy looks like he made it through **MANSION OF HIDDEN SOULS** with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.



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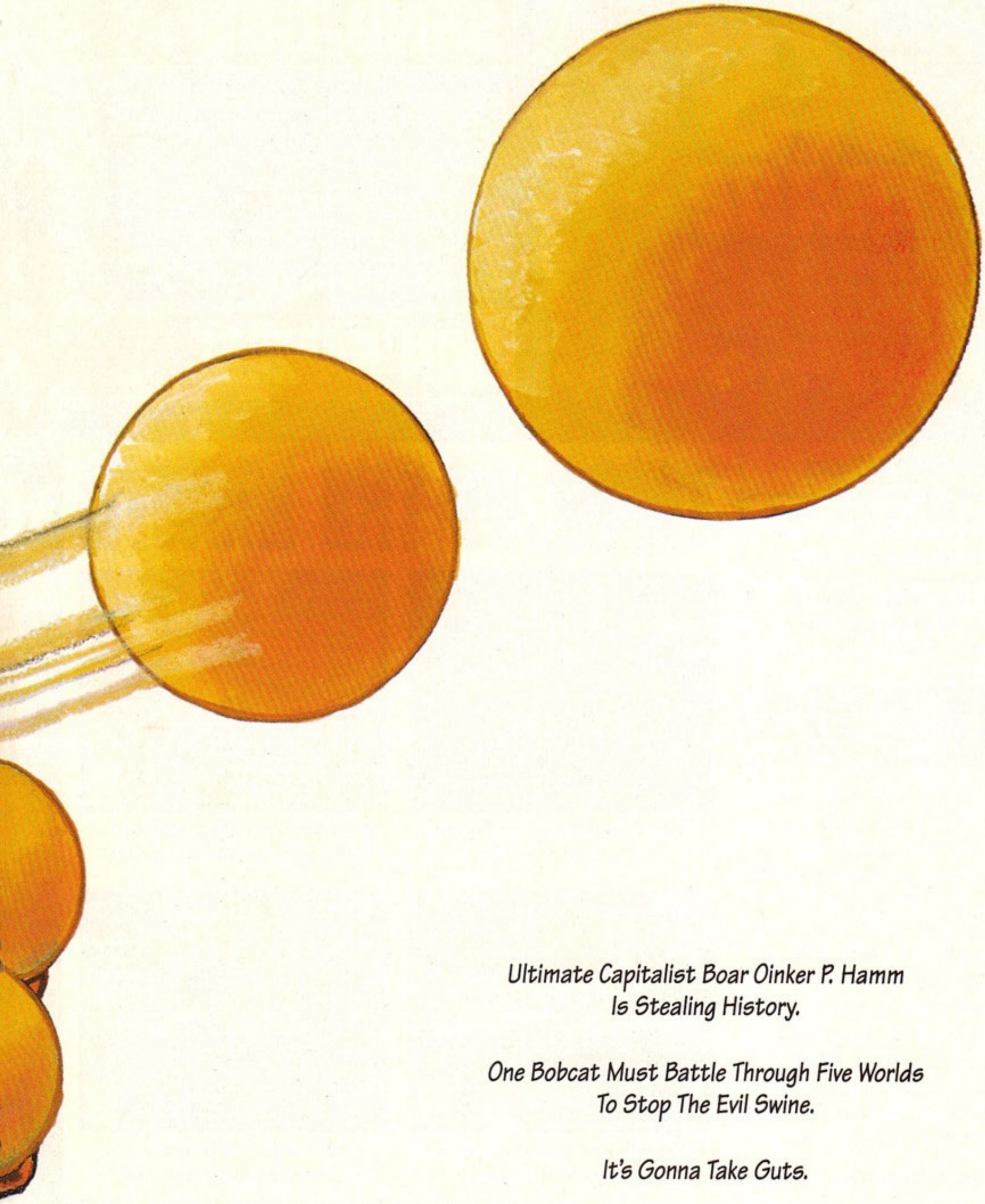
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MEGA MOUSE ENHANCED

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"ONE FALSE GRUNT, PIG LIPS,
AND YOU'RE BACON BITS."





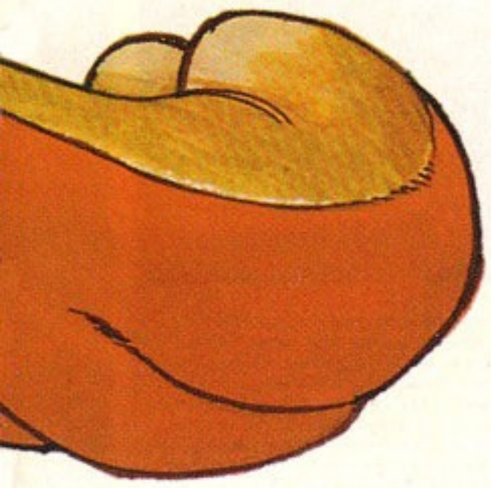
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One Bobcat Must Battle Through Five Worlds
To Stop The Evil Swine.

It's Gonna Take Guts.

It's Gonna Take A Whole New Way Of Playing.

It's Gonna Take One Buff Bobcat.



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SEND TIPS

If you've found a cool new trick, listen up! Write your tips and send them to:
Tricks of the Trade
1920 Highland Ave, Suite 222,
Lombard, IL 60148
Check into the continuing saga of Trickman Terry for more details or get a Dread Lock Drop in the chops!

WIN GAMES!

TRICKMAN TRIES TO MAKE ENDS MEET!

The pressures of married life can leave you financially depleted, and the Trickman is no exception. With Tina out of work and the bills piling up, it has been a long and difficult summer. It has gotten to the point where Terry has had to sell off quite a few of his games for various systems (Oh the horror)! Terry's car, The Boat, needs more gas than you can get from eating 50 fast food burritos! Terry needs gas to get to work, so help out and send in tricks that are current. If the Trickmeister receives tricks for old games, he will sell his stove and cook food over a burning pile of bad tricks in his kitchen! Send new tricks to:

Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, IL 60148.

If your trick, code, or other great cheat is cool enough to print and keeps the Trickman from having to bring peanut butter and jelly sandwiches for lunch all of the time, you'll get your name in print and you will also receive a free game for the system* of your choice!

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Spike McFang

Super NES | **Bullet Proof**

Second Player Joins In

At the Title Screen where it says, Push Start, take pad one and press DOWN, B, LEFT, B, UP, Y, RIGHT, Y.

POWER TRIP

To do this trick, you must be at the Title Screen where Push Start appears. Take controller one and enter this code: DOWN, B, LEFT, B, UP, Y, RIGHT, Y. You'll hear a chime if it worked. Now, go through your castle and defeat the Boss, Felina. When Rudy comes to your rescue and you go back to the town, take controller two and you now control Rudy!

(Note: This trick works on a pre-production version of the game. The trick may not work the same on the production version)

Kenta Tohara; New York, NY

TRICK OF THE MONTH

At the Title Screen, do the trick with controller one.

After you're tricked and jailed, Rudy will come to the rescue!



Rudy will join you and you will go back to the town.



Take controller two and you can move Rudy around freely!

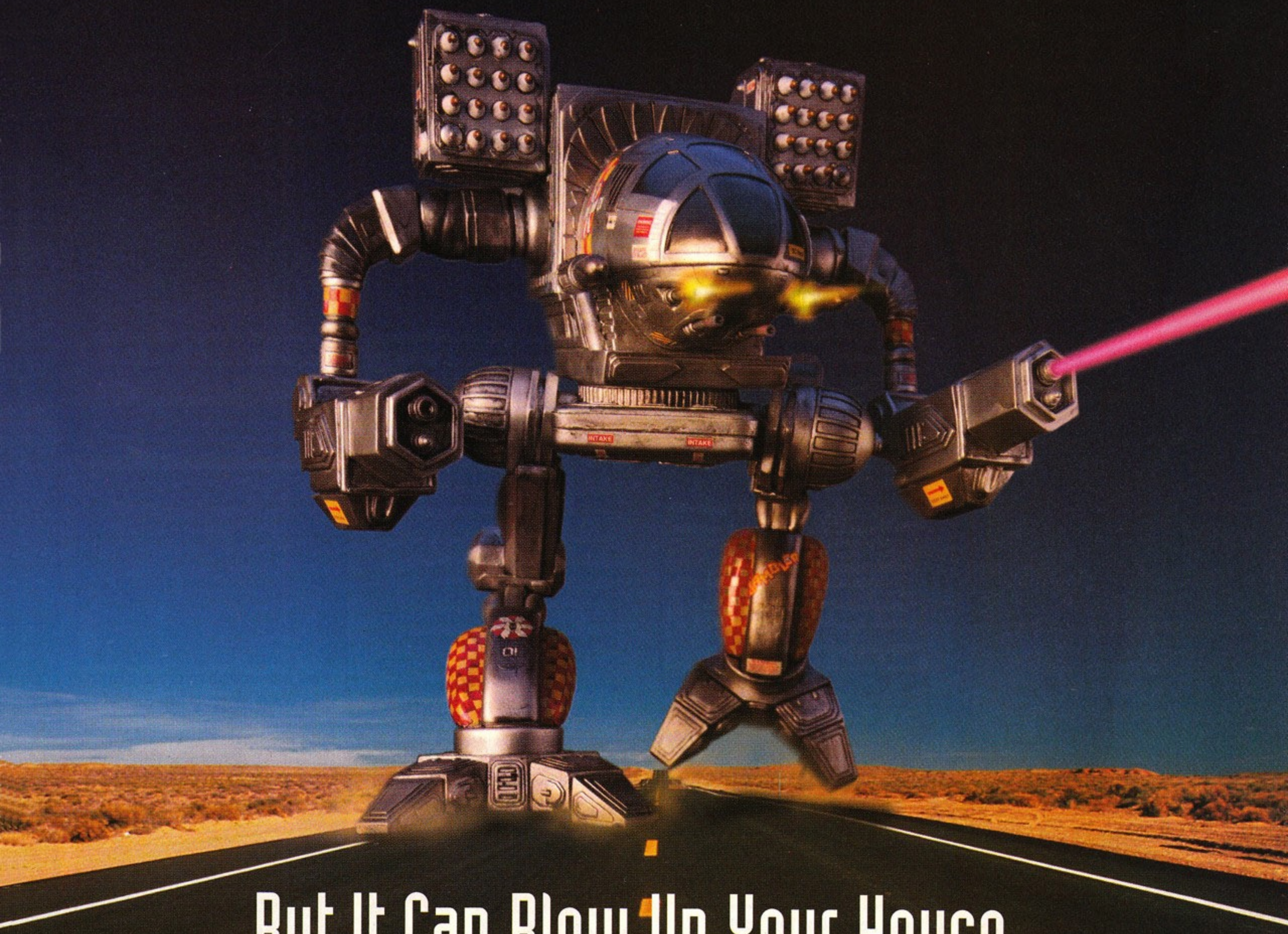
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Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, or SGPROGRAMPAD-2! We're looking for the "Trick of the Month" to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc. that we haven't found, you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller and a free game for the (allowable) system of your choice! Contests like this come only from the Biggest and Best Video Game Mag, *EGM*!



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TRICKS OF THE TRADE

CHEAT SHEET

Cliffhanger
Sony Imagesoft/Sega CD

99 Credits

This trick should give you enough lives to finish the game. At the Title Screen, take controller two and press these buttons in this order: LEFT, RIGHT, START, C, A to get 99 credits!

Time Trial Snowboarding

At the Title Screen, using controller two, press these buttons in this order: C, B, A, UP, DOWN, LEFT, RIGHT, START. A new Screen Option, Special, will appear. Select this option to race the time trials for eight different tracks!

Snowboarding Sequence Only

To just do the regular snowboarding sequence, do this trick. At the Title Screen, take controller two and press A, B, C, DOWN, and UP.

Activate Level Skip

This code will let you skip levels during the game. At the Title Screen, using controller two, press these buttons in this order: START, C, B, A, RIGHT, LEFT. During the game, press C while the game is paused to skip to the next level.

Stunt Race FX
Nintendo/
Super Nintendo

Diagonal View Point

This trick will give you a new perspective on the driving game, Stunt Race FX. At any time while in a race, press the top L and R buttons and the SELECT button simultaneously to view the vehicle you chose diagonally from the rear.

Saturday Night Slam Masters

Super NES	Capcom

Take Weapons Inside the Ring

In a Single Match, climb out of the ring and find an item on the floor. Go to the side of the ring, jump, and throw it in.

POWER TRIP

Now, you can take weapons inside the ring! To do this, climb out of the ropes on any side. Next, find any item (like a bottle or table) and go to the left or right side of the ring. Next, jump and, while the wrestler is in mid-air, press the attack button to throw it in the ring!

Frank Boris; Lebanon, PA



When you're out of the ring, pick up an item, like this table.



Move to the side of the ring and throw it into the ring.



The table will land inside the ring. Now, climb back in.



Grab the table and bash him to take more energy off your foe!

The Horde

3DO	Crystal Dynamics

See All of the Cinemas

In the game, hold UP, A, and B. Then press P. Now, press RIGHT, A, LEFT, LEFT, A, UP, B. Then press P again.

POWER TRIP

First, begin playing the game. Now, press and hold UP, A and B. While holding these, press button P to pause. When it's paused, press RIGHT, A, LEFT, LEFT, A, UP, B. Now, press button P again and watch the cinemas! You can press any button to skip a scene.

Shane Swafford; Simpsonville, SC



You can watch every cinema without playing the game!

Super Street Fighter II

Super NES	Capcom

Same Character Group Battle

Take controller two on the Battle Mode Select Screen and alternately press the L and R buttons until you hear Vega.

POWER TRIP

Choose Group Battle from the Title Screen. On the Battle Mode Select Screen, take controller two and alternate pressing the top L and R buttons rapidly. Eventually, you will hear Vega's laugh. Now choose Match Play or Elimination. You can choose eight of the same characters!

Jon Whittaker; Milford, CT



Press START at the Title Screen, then go to Group Battle.



At this screen, press L and R on controller two.



After you hear Vega's laugh, pick eight of the same players!



You can decide who is the best out of the characters you pick!





From the moment the clutch engages and your V-twin roars off the line, you'll feel your pulse begin to accelerate.

Through the straight-away in a heartbeat, you attack the first chicane at 190 mph. Sporting a serious 45-degree lean, one knee kissing the tarmac, the other hugging your seat, you blow past your fellow rocketeers in a dizzying smear of leather and steel.

And in a rare moment of extreme clarity, you become one with the bike...

Suzuka 8 Hours. Not for the faint of heart.



Tune your machine to your own specifications, from class to color, tranny type to handling ability.



Linear and precise controls means your bike executes rider input instantly—one mistake and SPLAT!!!



Redline your pulse against a buddy in an 8-hour tour of Japan's most renowned race track.

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things to do with your **quarters** after you've **got our games**:



1 Buy some **thumbpads.**



2 They make **great shades** (no UV rays at all.)



3 You could build a **scale model** of Elvis. (that's his dimple.)





get **true arcade action** at home

(and keep your quarters.)







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TRICKS OF THE TRADE

CHEAT SHEET

Super Street Fighter II
Capcom/Super NES

Speed Up Computer Battles

You can do this trick on the Super NES version of the game too! At the Title Screen, choose Tournament Battle. In the Tournament Battle Screen, highlight the word END. Press START. All of the matches will be fought by computer opponents. Press any button (except START) to speed up the match. Now, the computer players will fight with turbo speed to get the match over quickly. Could this mean another speed code is waiting to be found out for human players? We'll just have to see about that one.

The Secret Color

As you all know, you can choose different colors of the Street Fighters if you press different buttons (Y, B, X, A, L, R, START). But, here is a simple trick to get the eighth color. When you choose a color on the Player Selection Screen, press and hold the button for a few seconds until the plane flies to its destination and your character will change to the secret eighth color!

Versus Option

In the Versus Mode, after being beaten in a match, the win/loss records will appear. When they do, press the SELECT button to get the Versus Option. This will allow you to Continue, Quit, or Reset Records. The Continue and Quit Options are also in the Group Battle, Tournament Battle, and Time Challenge. Just press SELECT after the matches are all over.

Super Metroid

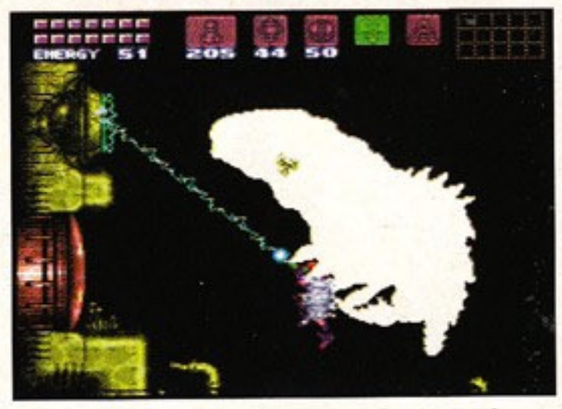
Super NES | **Nintendo**

Kill Dorigon Easily

When Dorigon grabs you, use your grappling beam to attach yourself to the electric side panels. This will electrocute it.

POWER TRIP

When you are at the end of the Maridia Stage, the Boss Dorigon can be killed in a matter of seconds. To do this, use the Grappling Beam to latch on to one of the electric side panels after Dorigon grabs you. The Boss will be electrocuted in a matter of seconds if you do it correctly. Timing is the key!



Once you're grabbed, use the Grappling Beam to latch on.

Chavez

Super NES | **ASC**

Be the Champion

After you win the fight, and the referee raises your hand, press Y, B, X, A, L button, R button, and SELECT. Now, press START.

POWER TRIP

This trick will let you be the champion and you'll get your picture taken. Choose a fighter and an opponent. Fight until you defeat your opponent. After you win the match and the referee raises your hand, press Y, B, X, A, L, R, and SELECT simultaneously. With these held, press START.

Pedro L. Borges; Juncos, P. R.



After you do the trick, you will become the champion!

Super Street Fighter II

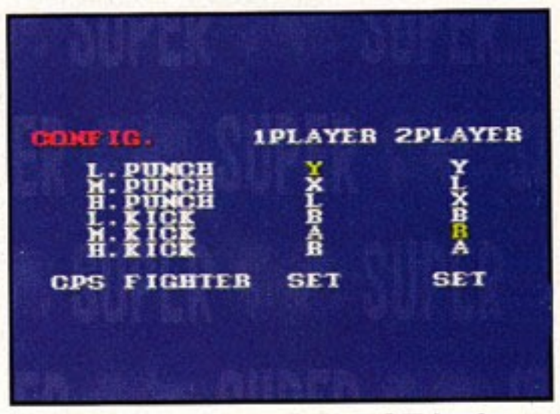
Super NES | **Capcom**

Configure Buttons

Before you fight a match in any mode, press and hold the SELECT button. This will get you to the Button Config. Screen.

POWER TRIP

Start your game and go to the Player Select Screen on any mode such as Super Battle, Versus Battle, Group Battle, etc. Choose a character to fight with, and hold the SELECT button. The screen will change to the Configuration Screen. Now, you can change the button configuration to what you like.



When you hold SELECT before any fight, you can configure.

Super Street Fighter II

Genesis | **Capcom**

Speed Up Computer Battles

You can speed up the computer versus computer matches in the Tournament Battle by pressing any button.

POWER TRIP

At the Title Screen, choose Tournament. In the Tournament Battle Screen, highlight the word END. Press START. All of the matches will be fought by computer opponents. Press a button to speed up the match.

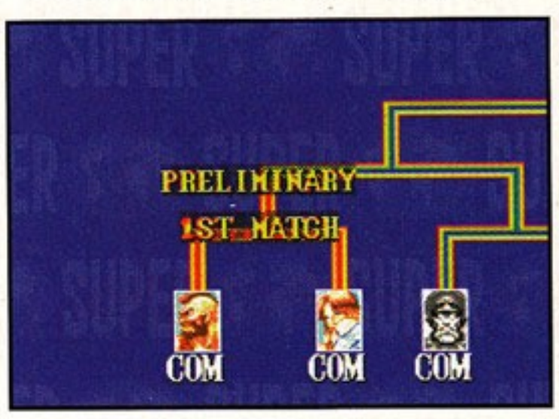
Steve Martin; Burlington, NJ



At the Title Screen, choose Tournament. Press START.



On the Tournament Battle Screen, move to END.



All of the matches will be computer versus computer.



To speed up the action, press any button during the fight.

The ultimate game returns!

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TRICKS OF THE TRADE

CHEAT SHEET

GAME GENIE

Star Trek: The Next Generation
Spectrum Holobyte/ Super NES

Game Genie Codes

You must have a Game Genie peripheral to make all of these codes work.
DDAF-446C-Phaser power doesn't go down.
D786-44DB-Medical packs heal completely.
8EA4-4FD6-Crew members are immune to the enemy's firepower.

Equinox
Sony Imagesoft/ Super NES

Game Genie Codes

C28F-AF4D-Immune to hits from some monsters.
3CA0-0DC7-Infinite life energy.
CEAE-0D17-Infinite magic.

Virtua Racing
Sega/Genesis

Game Genie Codes

ALRT-EA2W-Always finish in first place.
ECLT-EAGT-Accelerate and decelerate instantly.
C5NA-EA4E-Enable backward racing option-select backward logo.

Chip & Dale 2
Capcom/Nintendo

Game Genie Codes

IEUYIILA-Start with five lives.
OUXLLEVS-Infinite hearts (one-player game).
PANNAILE-Nine credits.

FIFA International Soccer

Sega CD | **Electronic Arts**

Cheat Codes

At the Game Setup Screen, highlight Options. Go into the Options and put in any one of the codes or all of them.

POWER TRIP

Enter the Options Screen and press these buttons in this order:
Dream Team: A, A, B, B, C, C, A, A.
Crazy Ball: C, A, B, C, C, B, A, C.
Crazy Curve Ball: B, A, C, B, C, C.
Invisible Wall: C, C, C, B, A, A, A, B.



At the Game Setup Screen, access the Options.

Super Power: B, A, B, B, B, B, B, B, B, B.
Super Goalie: A, A, A, A, A, B, B, B, B, B.
Super Defense: B, B, B, B, B, C, B.
Super Offense: A, A, A, A, A, B, C.

Pascal Bougie
Ontario, Canada



On the Options Screen, press the correct buttons in order.



Put as many codes in as you like. Pick the ones you want!

FIFA International Soccer

Sega CD | **Electronic Arts**

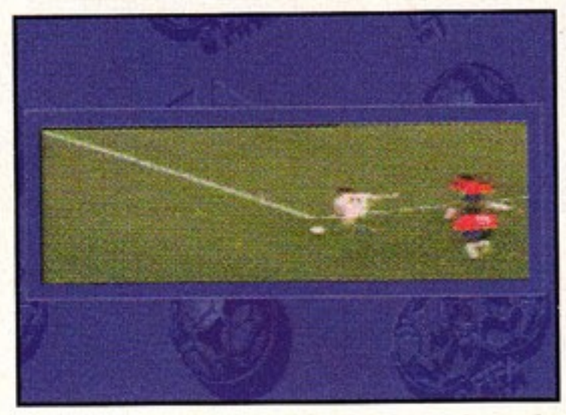
Secret Video Clips

In the Coaching/Stats Option, move the soccer ball cursor next to one of the following options to see a video.

POWER TRIP

Enter the Coaching/Stats Screen and move the soccer ball next to either Formations, Coverage, or Strategy. In each of these categories you may see a secret video by highlighting one of the options and pressing the A button. Each video is related to the option you highlight.

Pascal Bougie; Ontario, Canada



The secret video clip is related to the option you chose.

Dynamite Headdy

Genesis | **Sega**

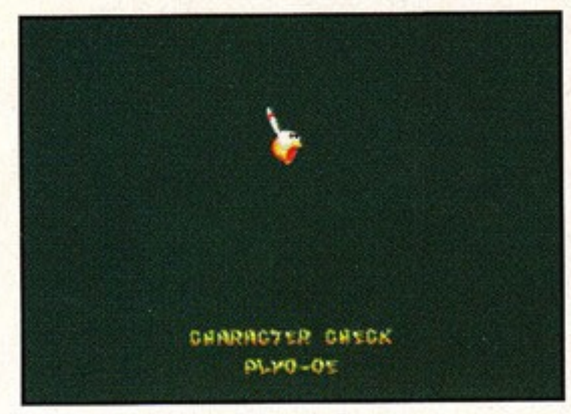
See Character Animations

When you are on the Title Screen, press START and highlight Options. Press B, A, B, C, B, and then press START.

POWER TRIP

At the Title Screen, press START and then highlight the word, Options. Now, take controller one and press B, A, B, C, B. Press START. You will see a green screen with an animated part of Headdy on it. Move RIGHT on the control pad to go through the variety of animations.

Note: The trick works on a preliminary copy and may not work on the production version of the game.



On the Password Screen, enter the code for $999,000!

Mega Turrican

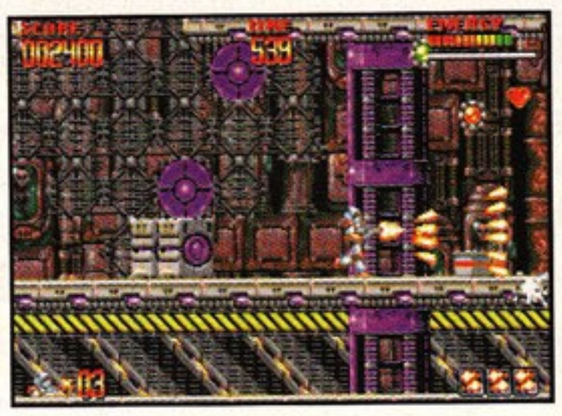
Genesis | **Data East**

Silly Cheat

Press START to pause the game. Then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, START.

POWER TRIP

This trick won't help you but it sure will make the game harder! It is called the Silly Cheat. To get it, you must be playing any level. Now press START to pause and then enter UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, START. Now, your Left and Right commands are backward!



It's hard playing when your controls are messed up!

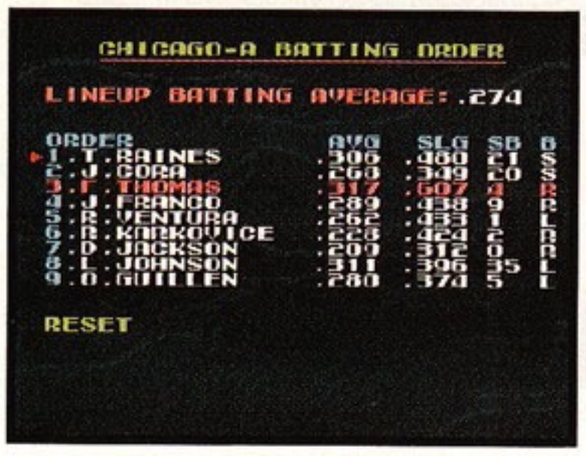
Baseball so real it's unreal.

Tecmo® 16 bit Sports games are unmatched in the true-to-life control you have over every aspect of the game.

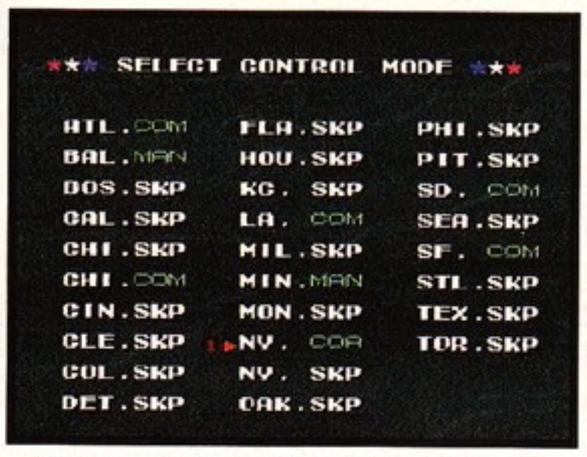
But we don't have to tell you that.

You've already played Tecmo® Super NBA® Basketball™ and Tecmo® Super Bowl.™ But just in case you've been on an extended vacation to ***never-never land***,

We'll show you.



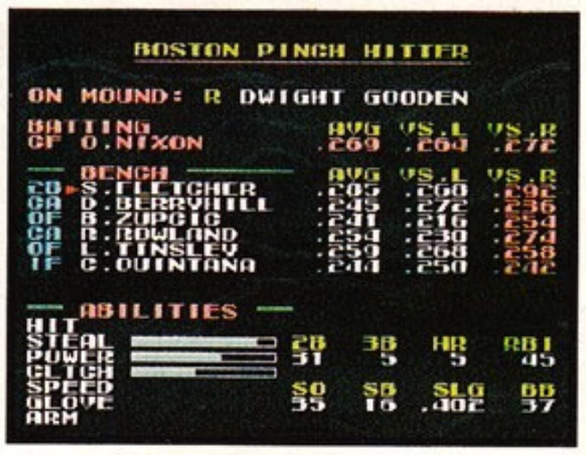
You have complete control over batting order



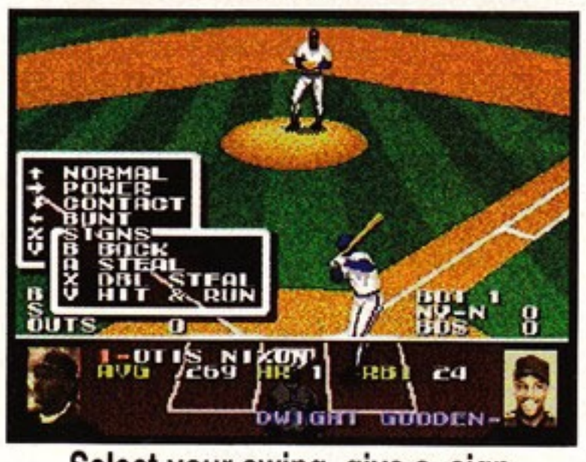
Team control modes include Coach, Computer, Manual and Skip



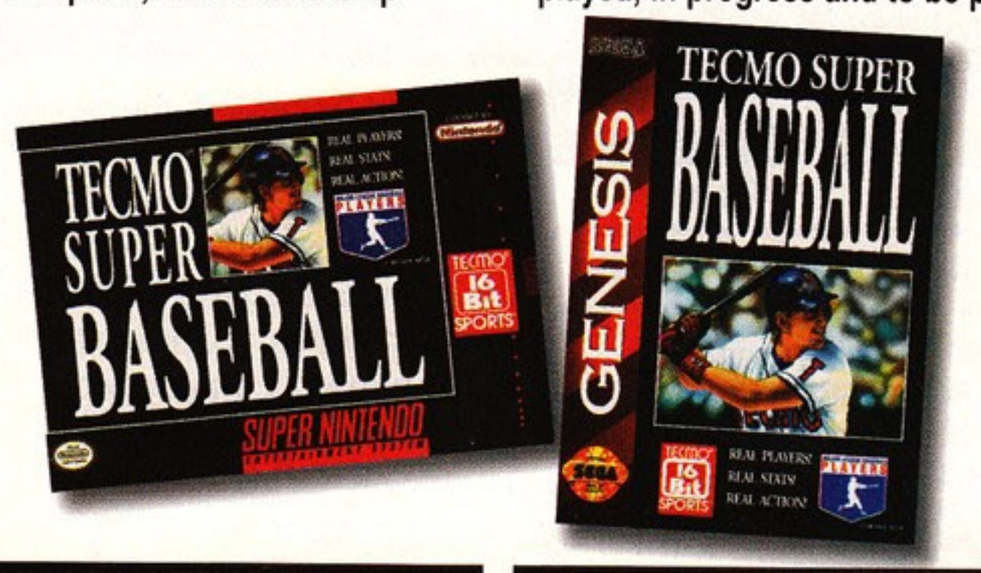
Season Schedule displays games played, in progress and to be played



Select a Pinch Hitter with all pitcher stats displayed

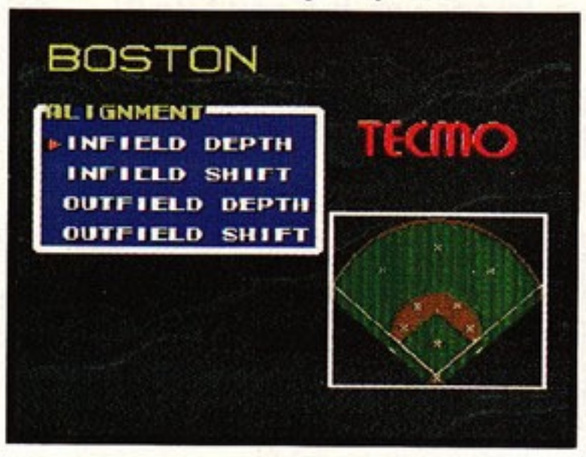


Select your swing, give a sign or use Manager options

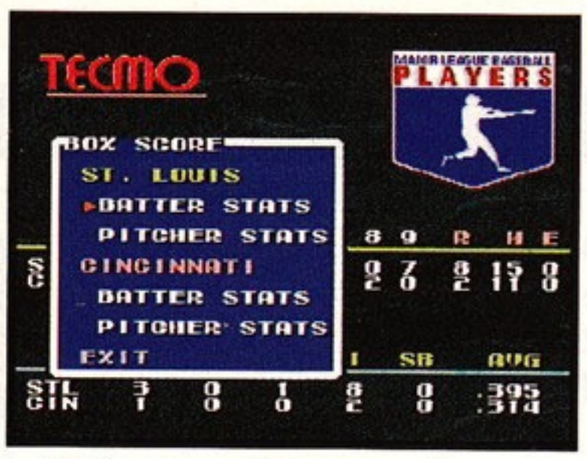




Select your pitch, choose your defense or use Manager options



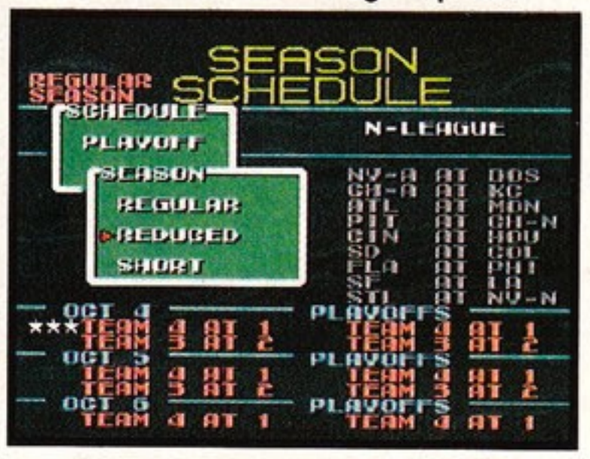
Change your defensive formation for any situation



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Comprehensive stats for all 700 MLBPA players



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We would show you more but ***we'd need our own magazine.***

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TRICKS OF THE TRADE

CHEAT SHEET

GAME GENIE

Super Metroid
Nintendo/Super NES

Game Genie Codes

DD38-C4A8-Skip intro and start on Planet Zebes when starting a new game
DDCF-4461 + 6DCC-47A1 -Select area when loading a game (Press right on map screen to select)
C225-3005-No energy loss from enemies
C22A-456D-Super jumps don't drain energy
C288-C5A7-Almost infinite missiles
C28A-C9D7-Almost infinite super missiles
3CA4-450D-Almost infinite super bombs
62C5-14A6-Start with hyper gun in inventory

Ken Griffey Baseball
Nintendo/Super NES

Game Genie Codes

DFC3-170F-One ball and then you walk
CBB3-1D2D-Can't walk a player
C2BE-179D-Can't strike out

Pirates of Dark Water
Sunsoft/Super NES

Game Genie Codes

AWJA-AA9C-Infinite lives
ACJA-AADC-Don't lose any health from falling off the screen
ACET-B688-Infinite projectiles (daggers, arrows)

Jurassic Park

Sega CD	Sega

Find the Secret Node Jumper

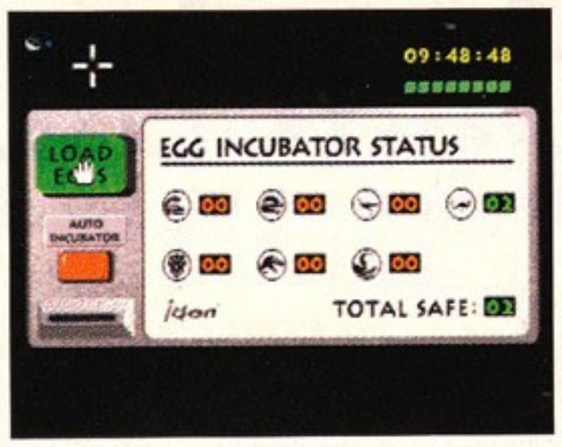
Follow the directions below to find the Node Jumper, which lets you skip stages and access all the video footage.

POWER TRIP

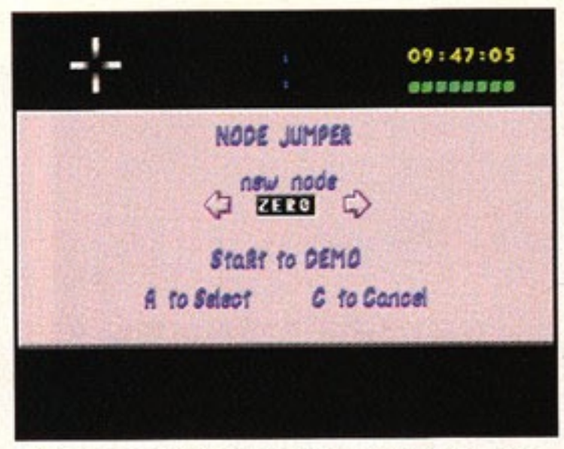
First, you must collect at least one egg and find the pliers in the toolbox at the Visitor's Center. Use the pliers to get the blue keycard out of the slot right before the large, wooden entrance doors. Once you get the keycard, go through the doors and to the Visitor's Center. Inside, go up the steps and enter the second door to the right with the blue keycard. In the office, find the incubator and place an egg into it. Next, exit and go to the control room. Access the computer and save the game. Now, exit the control room. Press and hold START on pad two until the Node Jumper appears! Now you can skip stages!



Collect an egg, get pliers, and use them to get the blue card.



Use the card for Wu's office. Put an egg in the incubator.



Save, exit, then press START on pad two for the Node Jumper.

Jeopardy!: Sports Edition

Genesis	Gametek

Don't Let the Computer Answer

You can keep the computer from answering by holding button C after it buzzes in. The computer will be incorrect.

POWER TRIP

When beginning the game, select one joypad, one player, and one computer player. When the computer buzzes in to answer a question and his podium lights up, press and hold button C on your controller. The computer opponent will not be able to answer the question!

Ray Rivera; Bristol, CT



Your computer opponent will try to answer, but can't do it!

Pirates of Dark Water

Super NES	Sunsoft

Life Bar Increase

Fight through the game until you reach the first spiked trap in the second level. Stand to the right of the spikes.

POWER TRIP

In the game Pirates of Dark Water, there is a place in the second level where you can totally replenish your life meter. Play through the game until you reach Level Two. Next, fight your way until you reach the first spiked trap. Kill the foes and stand to the right of the spikes to increase energy!

Jared Martin; Shohamish, WA



If you stand right about here, you will gradually get life back!

Stunt Race FX

Super NES	Nintendo

Computer Opponent for Battle Trax

Choose the Battle Trax from the Game Selection Screen. Pick the car and track you want. Wait until the cars drive.

POWER TRIP

On the Game Selection Screen, choose Battle Trax. Pick the car you want. Begin the race but do not touch the controller of the car you want to compete against. After three seconds, the computer will start driving the unattended machine! Don't touch either pad and both cars will be driven by the computer!



Leave the pads alone and the cars will drive themselves!

LIST THE FIVE MOST DESPICABLE LOW LIFES YOU CAN THINK OF:

1. _____
2. _____
3. _____
4. _____
5. _____

NOW SAY A PRAYER FOR THEM

SHAQ-FU. YOU'LL GET YOURS OCTOBER 28

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YA GOT HAVE

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NEXT WAVE

15 GAMES PREVIEWED!!!

Galactic Defenders, Jurassic Park 2, Knights of the Sky, Hagane, Virtual Bart, Pitfall: The Mayan Adventure, Super RBI Baseball, Acme Animation Factory, FIFA Soccer, Contra: Alien Wars, Might Morphin Power Rangers GB, Might Morphin Power Rangers GG, X-Men: Game Master's Legacy, Saturday Night Slam Masters, Ardy Lightfoot

NEW SOFT NEWS

Things have been pretty slow as of late. A lot of companies are preparing for the big Christmas season so they can release all of the great games you've read about in these pages for the past few months.

All the systems have a fairly large amount of games coming out for them. While we're waiting for the mega-machine PS-X, the 3DO, and Jaguar have been increasing their libraries.

The 3DO has a really cool game called Return Fire coming out, and it's massively addictive. The Jaguar has a steady helping of games on the way for its fans. A game called Rayman looks pretty good, and a one-on-one b-ball game based on the movie *White Men Can't Jump* should be visible soon.

And what's really big news is Samurai Shodown 2! This game features all the old characters, (possibly excluding Tam Tam), and adds new warriors, like an Amazon, and a new swordsman. This could shape up to be the best fighting game ever!



The Samurai Shodown sequel will be out in arcades soon!

Culture Brain

Galactic Defenders

Super Nintendo	Fighting

Culture Brain is whipping up a brand new fighting game for enthusiasts. There are 15 fighters! Most are your average ho-hum martial artists with the standard set of moves, but what brings this game notice is that some of the warriors aren't all that human. You can play as a manticore-like beast, or maybe even a demon wanna-be. There are also super-deformed versions of some of the fighters from Culture Brain's other fighting game.

As the standard, each fighter has a wide variety of death-dealing moves. Many of special kicks or punches, and others have fireballs too. All the fighters are balanced out, so that no one character is too powerful.

Galactic Defenders sports some pretty decent graphics, too. All the warriors are animated pretty well, and they're drawn with crisp detail.

In terms of game play, this one ranks up there with the best.

Galactic Defenders seems like it's going to be one of the better fighting games of the near future. Culture Brain has got a hot one—look for it.



Your matches will take you all over the world. You will be the strongest.



Play as any of the 15 deadly characters and fight until the end.



The fighters range from martial artists to demon-like beings with superpowers.

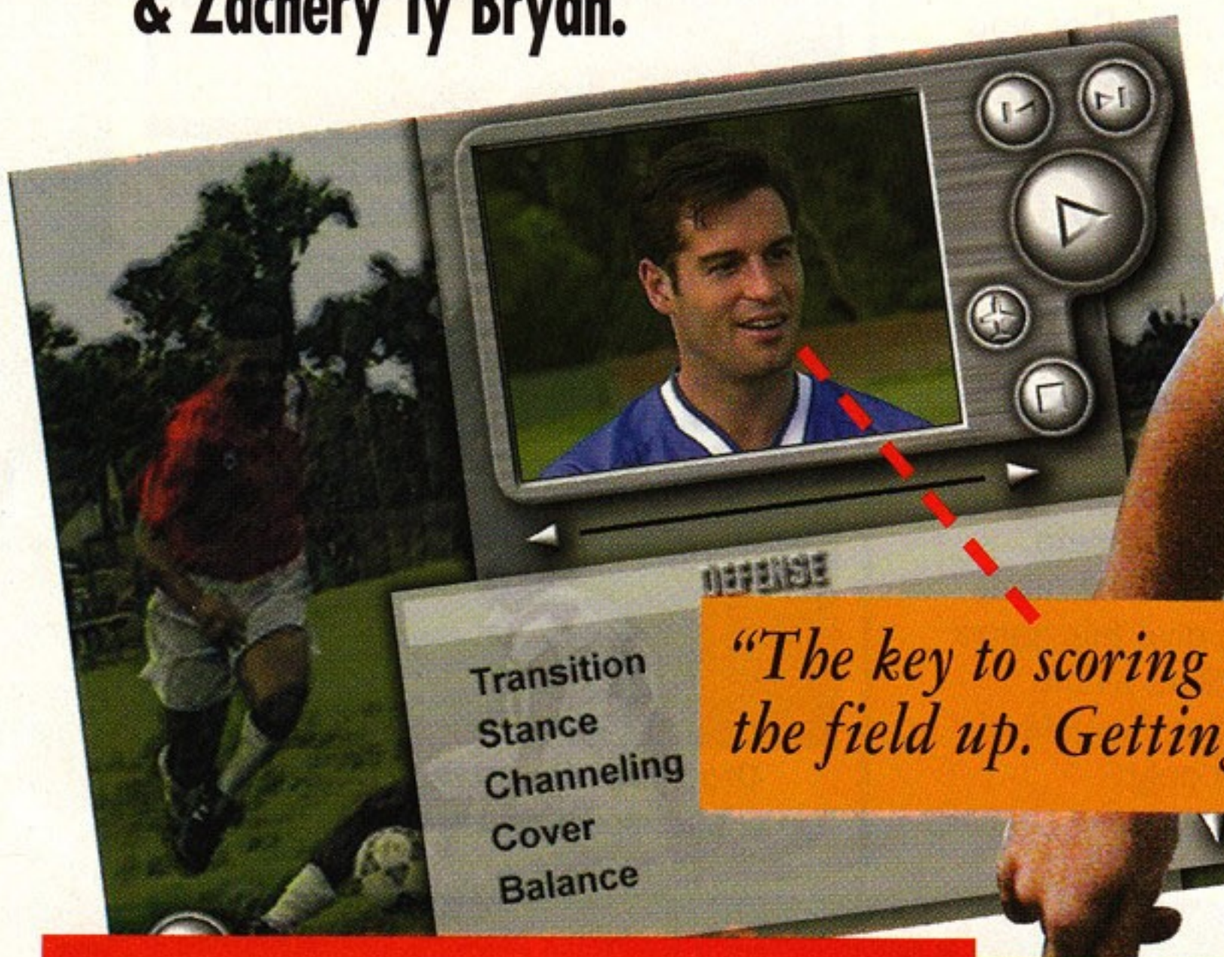


Galactic Defenders has fast-paced action with lots of moves.



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NEXT WAVE

Hudson Soft.

Hagane

Super NES	Action

Right now, Hudson Soft. is considering bringing out Hagane, an action packed ninja adventure game. This game lets you assume the role of a souped-up ninja with loads of special techniques. As you travel from level to level, you will go face to face with the deadliest enemies you can imagine. Killer cyborgs, martial artists, and even some unearthly spirits make Hagane a cool action title.

Hopefully this game will come out soon, as Hagane has some of the most intense action around.



Caught between two statues and a Boss who wants your blood. Ouch!



Off in the distance, a Boss awaits your challenge. Take him out!



The farther you progress, the deadlier the traps become. Can you make it?

Microprose

Knights of the Sky

Genesis	Simulation

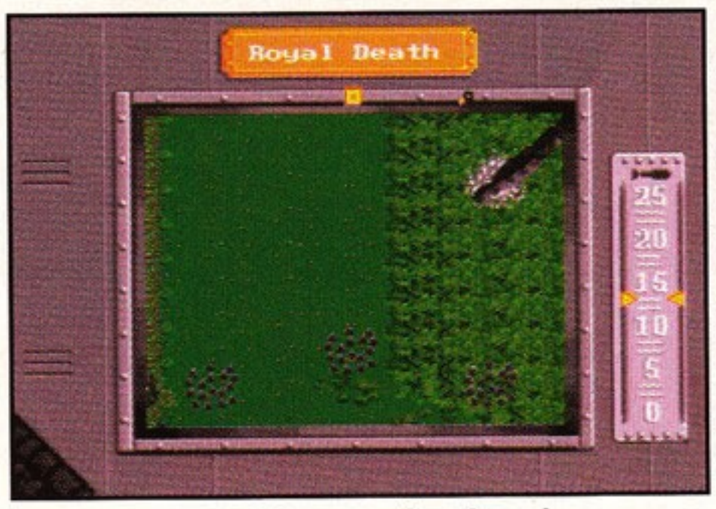
When the first planes were used in battle, the face of war changed forever. Now, with Knights of the Sky, you can relive the battles of those early aerial wars.

In strategic motions, you can direct your planes against the enemy, engage in relentless aerial dogfights, or demolish the enemy troops with bombing runs. Knights of the Sky gives you a number of campaigns ranging in difficulty. You must learn to use your reflexes as well as your mind if you are to make the world safe.

Knights of the Sky utilizes a number of playing fields to give this game a diversified feel. It covers all the aspects of aerial combat. Knights of the Sky is for war fans only.



Engage in dogfights over the ocean with gunfire flying all around you.



Drop your devastating bombs on unsuspecting enemy targets.

Ocean

Jurassic Park II

Super NES	Action

Return to the awesome island of Jurassic Park. This cart takes up where the last game left off. A corporation has gone to the park to take it over, and you must stop them.

Unlike the first game, this game for the most part deals in side-scrolling action. This time around, you must face off against humans as well as the terrorizing dinosaurs. There are 16 giant levels to bring you back to the paradise lost of Jurassic Park.

If you loved the first JP, and enjoy a good side-scroller, Jurassic Park II will thrill you. Could this be leading into the next movie? Let's hope so, because this game is hot!

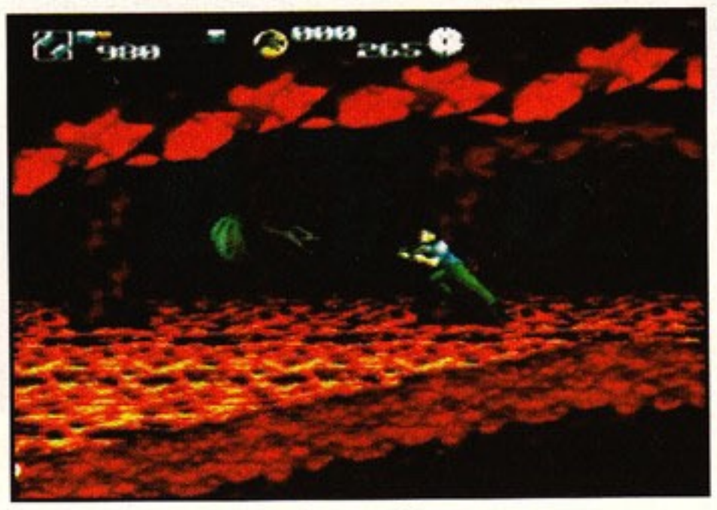




A vicious T-Rex pursues your moving Jeep. Can you keep her away?



Raptors will hunt you down, but this time you are prepared for them.



Brave long and treacherous caverns filled with prehistoric dangers.

HELMUT VON POINTENEGGER HERE...



'ZE BADDEST STREET RACER™ OF 'ZEM ALL!

I PACK 'ZE STRONGEST PUNCH & 'ZE HEAVIEST 'VEAPONS!

I'M MEAN!

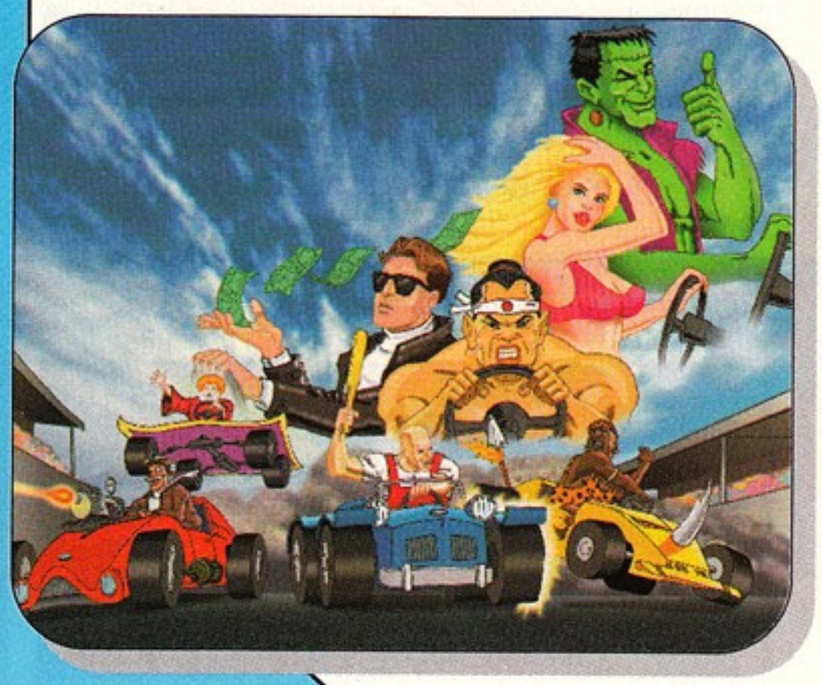
I'M NASTY!

I'M GONNA 'VIN!



JOIN ME AND MY SEVEN ARCH ENEMIES IN 'ZE BEST FOUR PLAYER RACING GAME FOR SUPER NES!





GET STREET RACER™ GO 'VILD!

NOW, GET OUT OF MY 'VAY!

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NEXT WAVE

Activision

Pitfall: The Mayan Adventure

Super NES | **Action**

Pitfall Harry's back in an all-new adventure that sends him into the ruined civilization of the Mayan Indians. Harry must brave wild animals, magic, and deadly traps.

You probably remember the original Atari 2600 game, and the great times you had with it. Believe it or not, the first Pitfall game is hidden inside this cart! It's obvious that he looks 10 times better than the other carts. The pictures below are for the Genesis, but a Super NES version is also on the way. Get set for an adventure!



The temple ruins are fraught with danger. Can you survive the thrills?



Wait for their mouths to close before you jump, otherwise you're lunch.



Speed down a twisting-turning mine car track. Watch out for dead ends.

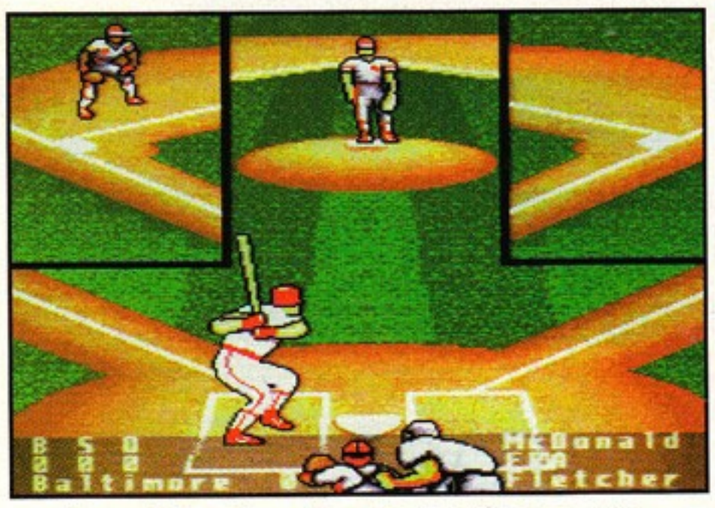
Tengen

Super RBI Baseball

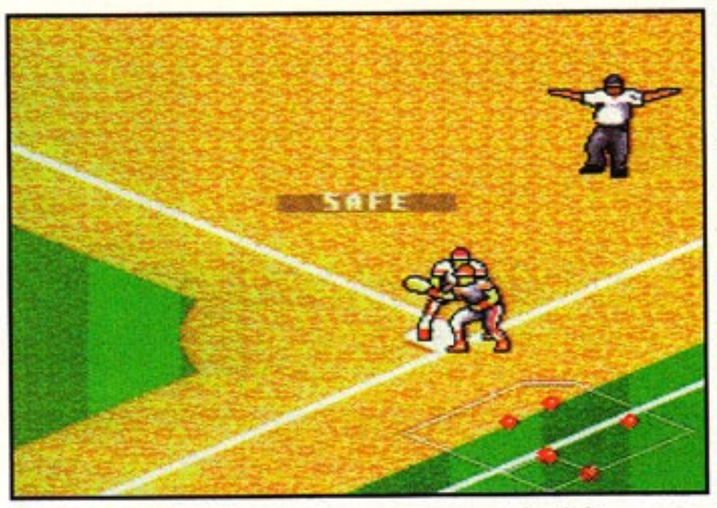
Super NES | **Sports**

For some hot baseball action, you can play Super RBI Baseball. We were given a sneak peek at this game, and it's a lot of fun.

While it uses similar vantage points to other baseball games, this one has extremely smooth animation, and a lot of nice personal touches to it. For example: your coach will give you hand signals. Some of these are really funny looking. Super RBI Baseball is also a good solid game of baseball, where you can get right into it, and delve into the more intricate features later. You can play through a season, or go against a friend. Super RBI Baseball plays well, has lots of stats, and plenty of features that should please even the most hardened couch potato.



Here it is, the classic batting scene. Note all the features found here.



It's a close call, but the nimble runner is safe on the first base.

Acclaim

Virtual Bart

Super NES | **Action**

It's just not Bart's day. He's been strapped into a virtual reality machine, and he's stuck assuming the roles of all sorts of wacky beings.

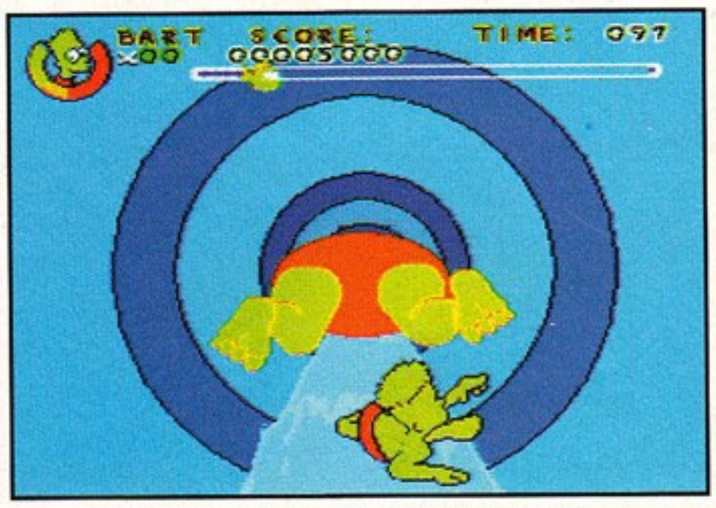
For example, he might turn into a pig. As an oinker, he'll have to escape from a slaughterhouse full of clowns. Or he might have a field day pelting his classmates with tomatoes. Another strange turn of the VR machine sends him behind the wheel in a post-apocalyptic world against the bullies that always taunt him. Bart might even become a dinosaur! Swing around Springfield as Baby Bart too!

Virtual Bart is chock full of Simpson's goodness.





Chuck tomatoes at the students, but don't hit the teacher or the officer.



In one of the coolest scenes, Bart goes down a twisting water slide!



It's Mad Max-type action as Bart must race past those annoying bullies.

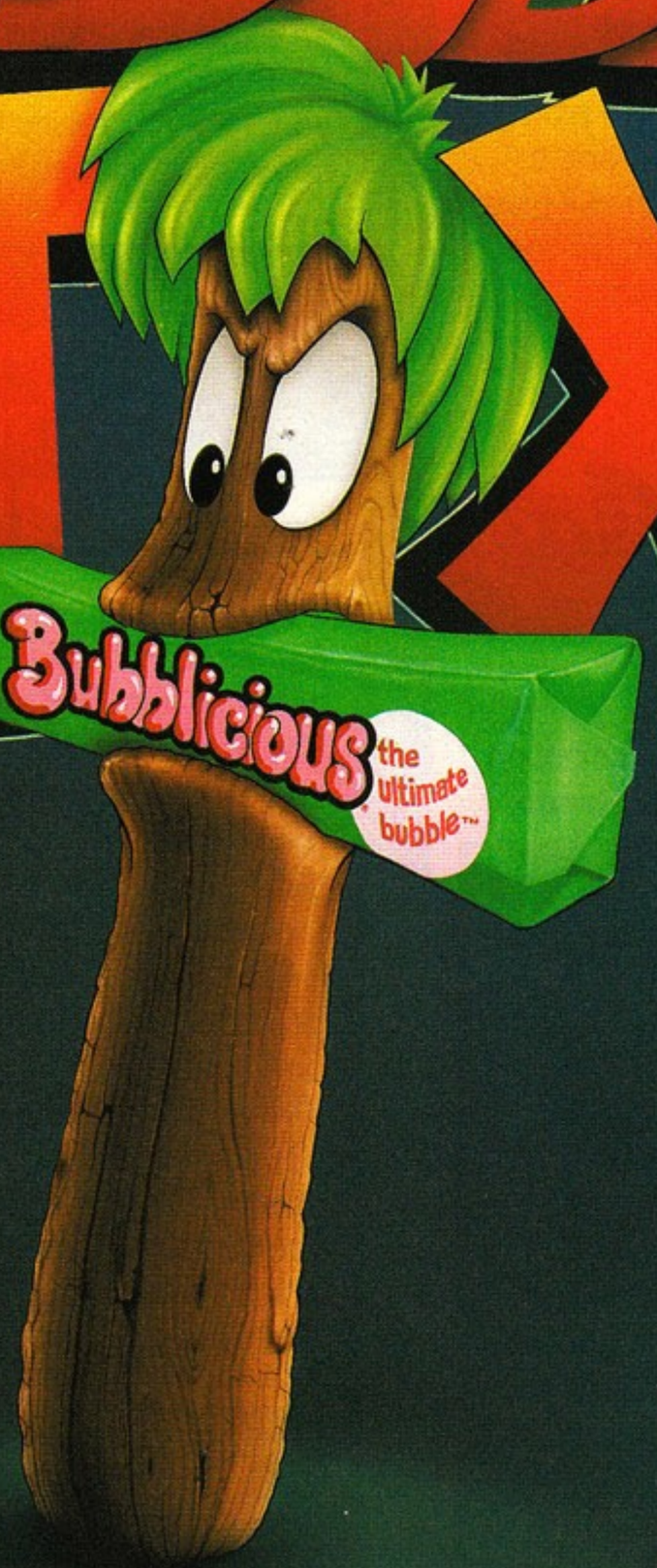
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NEXT WAVE

Sunsoft

Acme Animation Factory

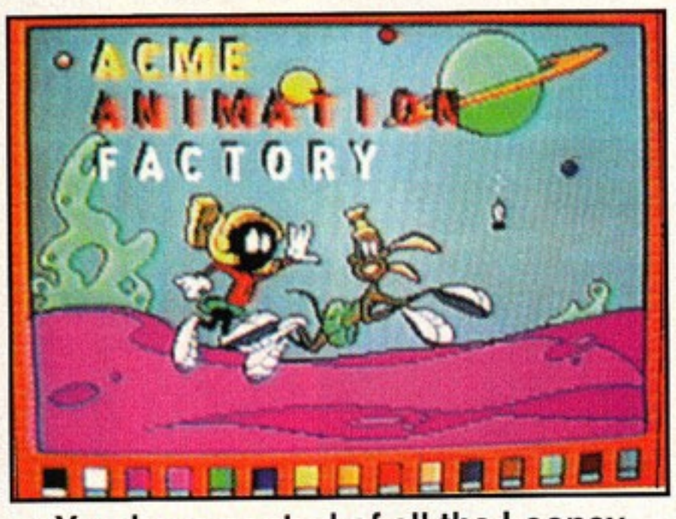
Super NES	Edutainment

If you ever wanted to make your own cartoons (I'm sure we all have), Sunsoft has a fun game that lets you make cartoons starring the Looney Tunes characters. You pick the place, the animations, even the music as the cartoons are under your control.

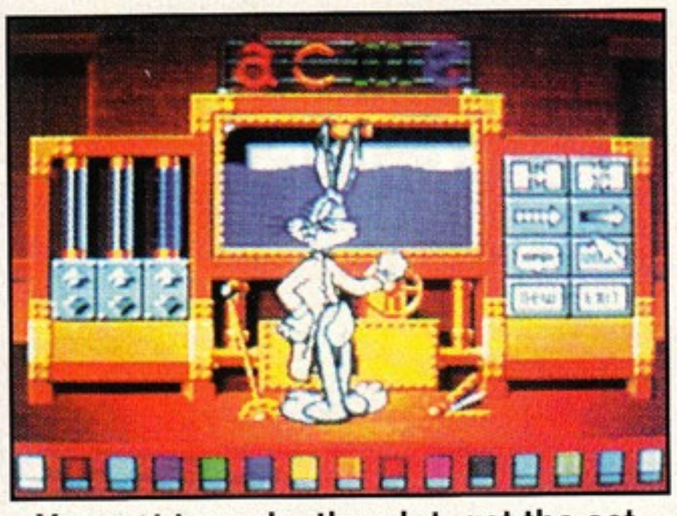
Have Dizzy Devil, Buster Bunny, Babs, or one of the many other toons act out your wackiest fantasies on your Super NES.

Since this is the first cartoon workshop on the Super NES, this one's worth checking out. This cart will give you hours upon hours of fun. It'll teach you a little about cartoons too!

Sunsoft has created the first cartoon workshop for the Super Nintendo.



You have control of all the Looney Tunes characters at your disposal.



You get to make the plot, get the set, and choose the actors ... er toons!

Konami

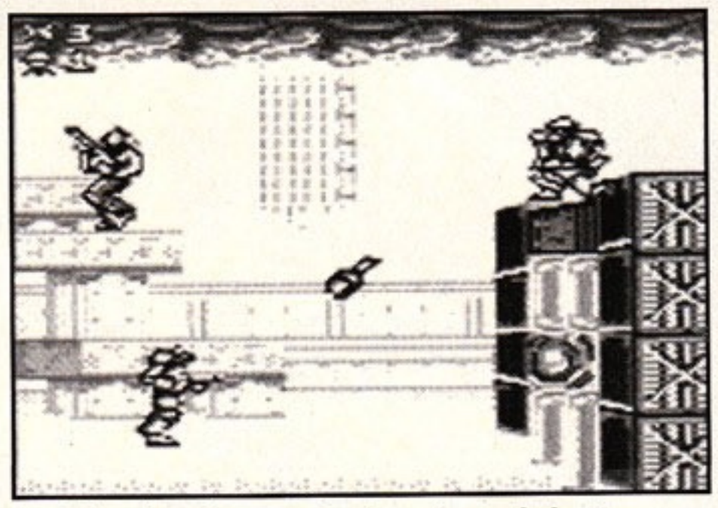
Contra: The Alien Wars

Game Boy	Action

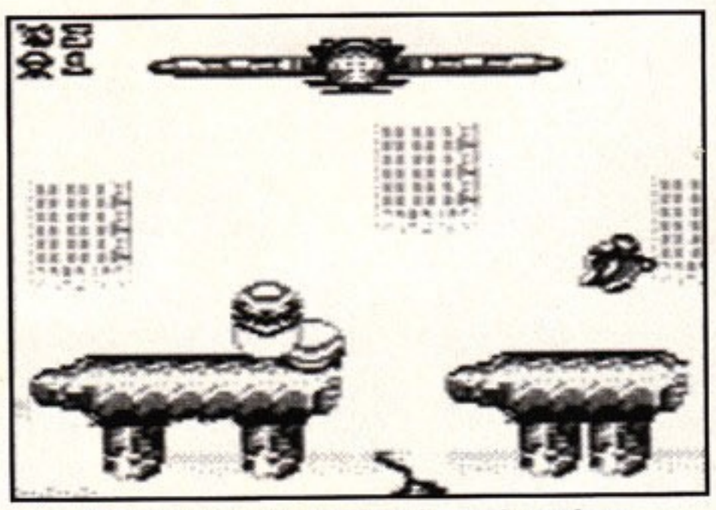
For the Game Boy, Konami's bringing their hottest action series to the portable format. Just like the Super Nintendo game, this one is exact in every way. In fact, even the scaling of that one plane is intact!

Take on the forces of Red Falcon in a fight to the finish. Collect power-ups, and blaze the entire screen with firepower. Aliens, sentry guns, and other terrors will make this one of the most intense shooters around for the Game Boy.

Contra: The Alien Wars continues the great Contra series, and is done justice on the Game Boy. If you want an exact translation of the Super Nintendo game, then this one is for you. Are you ready to start blasting some alien sleaze?



Aim for the control pod, and destroy it to get past the roadblock.



The alien ship flies by, plunging our hero into a world of flames.

Electronic Arts

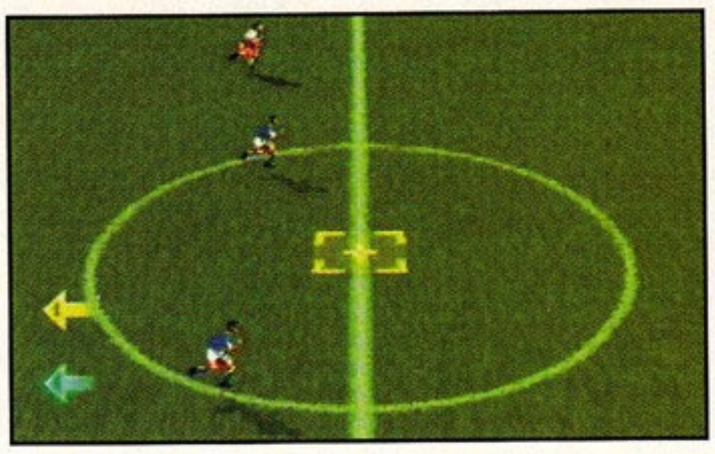
FIFA Soccer

3DO	Sports

For those of you who enjoy sports games, Electronic Arts has just made one that should turn your head. FIFA Soccer for the 3DO is an impressive, no ... make that unbelievable soccer game. Not only does it look realistic, but it plays great as well. You get the feel of truly controlling your team.

FIFA Soccer shows just what can be done on the 3DO. The field scrolls and scales with lots of special effects. The audio is really well done, too.

If you have a 3DO, or if you just like sports, FIFA Soccer is a must-have in your library. This looks like it might just be the best soccer game yet. I can hardly wait to play it!

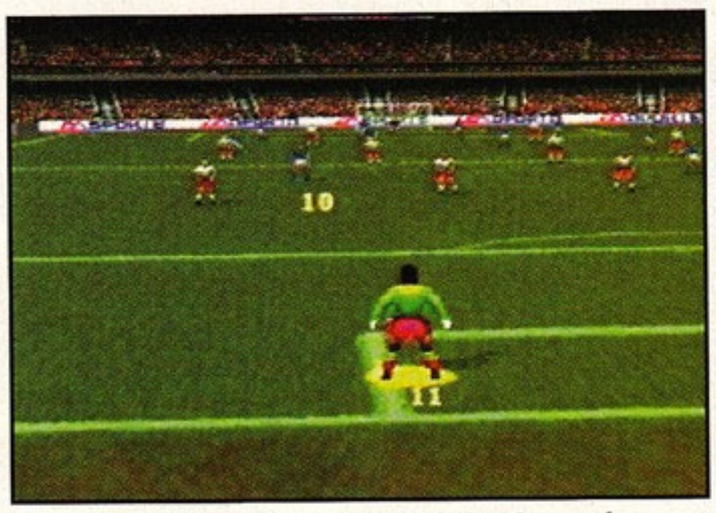




The goalie can kick the ball an extremely long distance. It's something to try.



FIFA Soccer has some of the best soccer action to be found anywhere!



FIFA Soccer uses a number of perspectives to bring this sport home.





2 COSMIC GIANTS TO HAVE IN YOUR SIGHTS





SOULSTAR



BATTLECORPS



THE BIOSPHERE IS HEATING UP IN SOULSTAR, AND WITH OVER 40 EXCITING MISSIONS TO CONQUER ACROSS 6 PLANETS, YOU'LL NEVER COOL DOWN IN THIS AMAZING 3-D SHOOTER.

" Fans of the Galaxy Force series of games will be pleased to see the creation of this great looking CD!"
Electronic Gaming Monthly, April 94

" The use of three different vehicles, a good behind-the-spacecraft perspective, 3-D graphics and dramatic music intensify the action."
GamePro, CES Showstoppers, April 94

" If you've been waiting for another great shooter for your Sega CD, better dust it off. Soulstar is coming."
Game Fan, April 94

TAKE CONTROL IN THIS HI-TECH, TACTICAL BLASTFEST THAT KEEPS ON BLASTING. KEEP THOSE PLASMA CANNONS CHARGED OR YOU'LL NEVER MAKE IT THROUGH THE MULTITUDE OF 3D TERRAINS - TO THE CYBER-PSYCHOTIC BOSS ON THE TERRIFYING 13TH LEVEL.

" The first Core game is an incredible mech-simulation game entitled Battlecorps "
Electronic Gaming Monthly, April 94

" The control in Battlecorps is awesome ... This gives the game a very realistic feel."
Game Fan, February 94

NYR
Not Yet Rated

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NEXT WAVE

Sega

X-Men: The GameMaster's Legacy

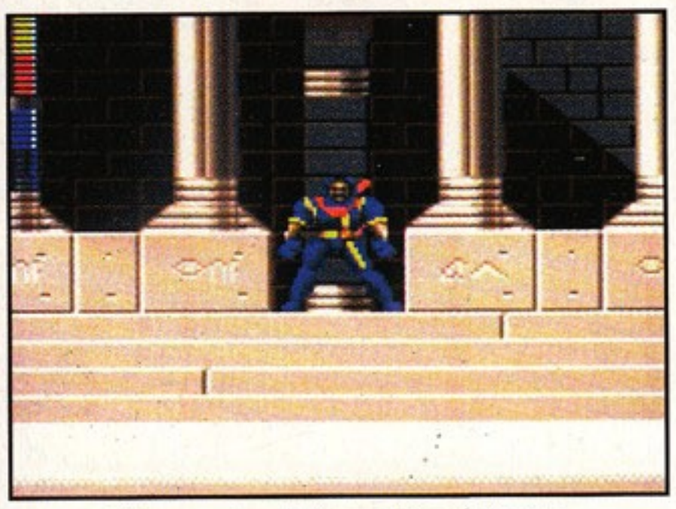
Game Gear | **Action**

The second awesome Game Gear game starring the X-Men is here! The Legacy Virus is threatening to wipe out all of mutantkind, and a mysterious being known as the GameMaster knows the secret to stopping it.

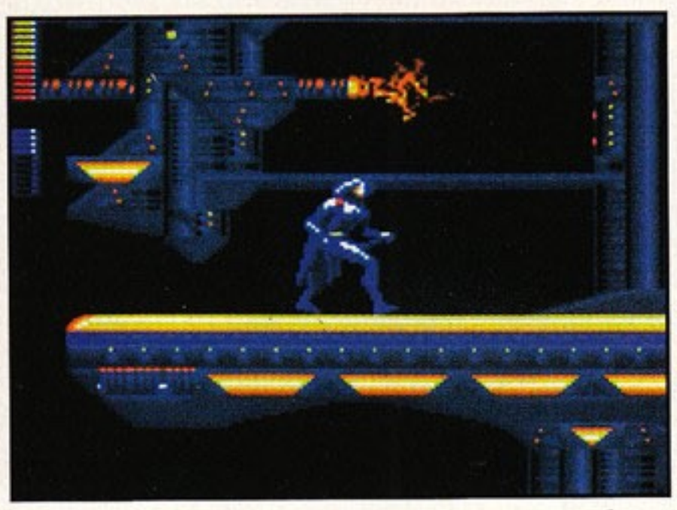
There are eight levels of action, featuring seven of your favorite X-Men. It includes Cyclops, Storm, Wolverine, Gambit, Rogue, Bishop, and Phoenix. Each has his/her own powers and abilities, but will they be enough to save mutantkind? Find out with this great Game Gear game.



Wolverine stalks the GameMaster with his adamantium claws.



The mutant from the future: Bishop is here to save the day.



Storm can summon the forces of nature to take out her foes.

Bandai

Mighty Morphin Power Rangers

Game Boy | **Action**

Still hot from their TV show that's been the craze for kids everywhere, the Mighty Morphin Power Rangers are ready to do battle with the forces of evil on the Game Boy.

This title's just like the Super Nintendo version, giving you control of each of the Power Rangers. Punch, kick, and throw your way through many intense levels that will allow you to relive your favorite TV episodes. Each Ranger is different, so you can play the game differently every time.

If you can't get enough rubber monster action, Mighty Morphin Power Rangers for the Game Boy is a step in the right direction. The graphics are easy to see, and it's specially colored for the Super Game Boy. Get set to save the world!



You can choose any one of the five Power Rangers characters.



Power Rangers offers fans of the series lots of fighting action.

Sega

Mighty Morphin Power Rangers

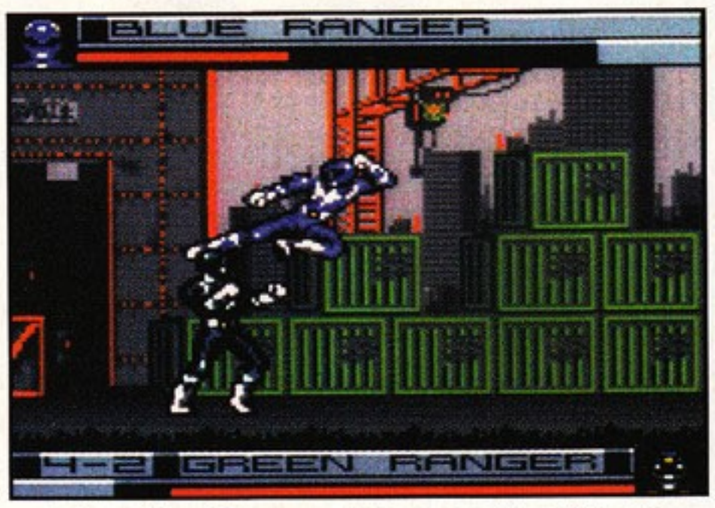
Game Gear | **Action**

The Power Rangers are going to the Game Gear with all the fun and thrills of the show. Mighty Morphin Power Rangers offers players two types of games. If you want, you can play the Story Mode, where one of the fantastic plots of the show unravels. Or, you can go for a straight beat-'em-up with the Battle Mode.

In all, you can play as any of the five Power Rangers, one of the three Power Zords, or even one of the seven enemy characters! Each fighter has their own special moves and techniques.

If you enjoy the show, you'll probably enjoy this fighting game.





The Blue Ranger takes on the Green Ranger in one-on-one combat.



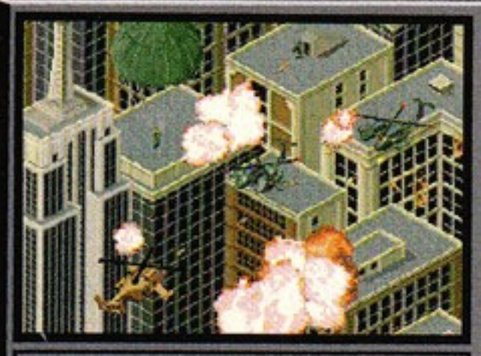
You can play two types of games, Story Mode, or the two-player battle game.



Take on giant-sized enemies in the awesome MegaZord and its weapons.



THIS TIME YOU HAVE HOME FIELD ADVANTAGE



New York has more terrorists than rats. New transport chopper and ground assault vehicle aid in massive exterminations.



Added firepower of next-generation attack chopper guarantees invading terrorists will leave more than their hearts in San Francisco.



First-ever fight-on-foot capabilities with grenade launchers show the enemy they're gambling with their lives. Viva Las Vegas!

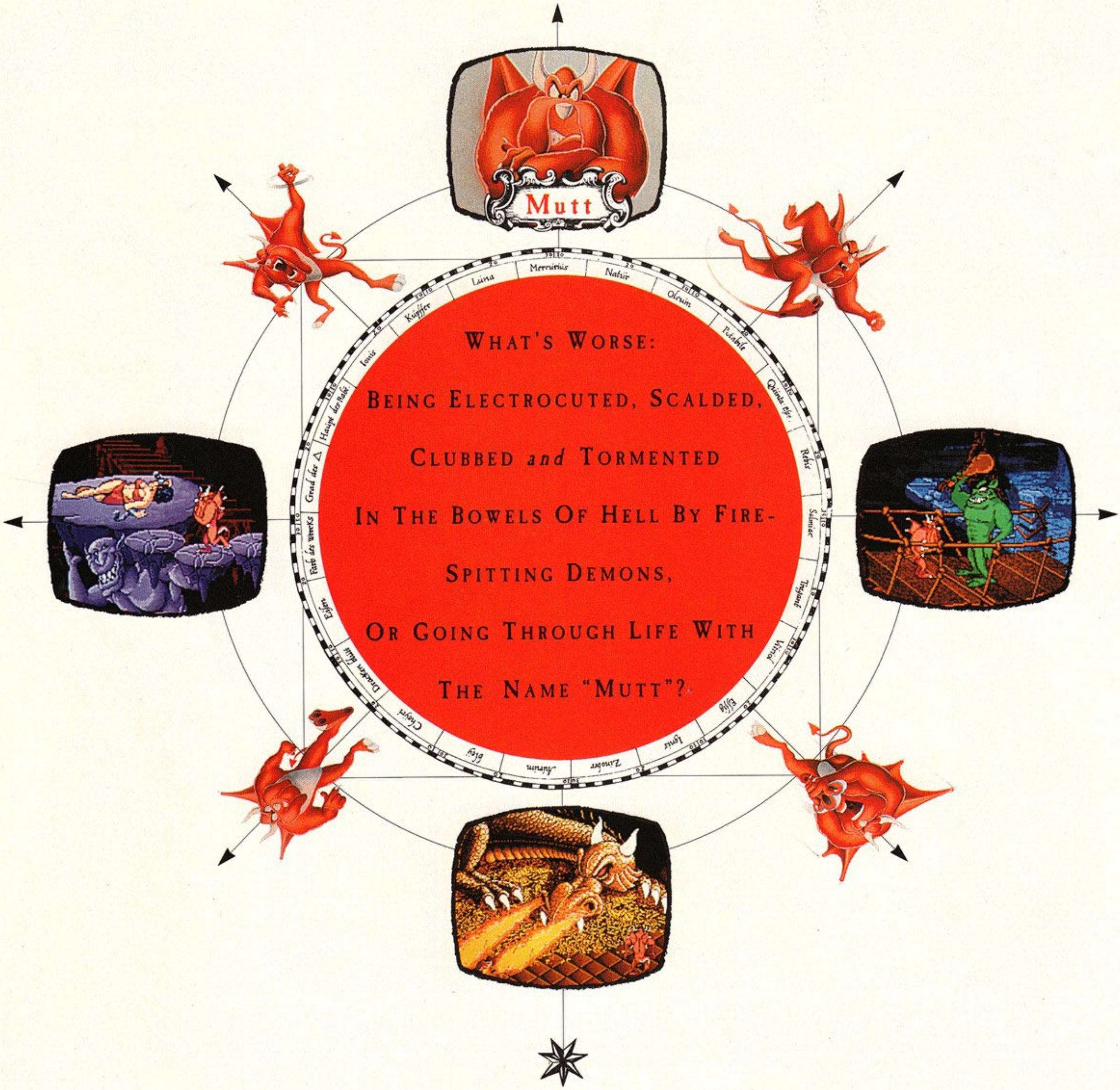


More levels than before including occupied Baja oil rigs. Good thing you've got enough vicious weapons to make the North Koreans jealous.

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For Play on the Sega™ Genesis™ System.

ELECTRONIC ARTS®



Litil Divil

Meet Mutt. He's grouchy. He's grumpy. But hey, let's face it, a little time in the underworld can make anyone a little edgy. And now Mutt has a problem. You see, he was chosen to get the Mystical Pizza of Plenty for his friends. And with all due respect to the eternally damned, the service in the underworld really sucks. In "Litil Divil," you can help Mutt as he makes his way through five soul-repenting levels in the Labyrinth of Chaos. Along the way you'll encounter gigantic spiders, demonic fish, and a few other things your priest never warned you about. All in a search for a double pepperoni with cheese. A few hours with Mutt, and you'll really appreciate that 30-minute-free-delivery thing.

PC CD-ROM — CD-i — PC Floppy

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Optional Digital Video Cartridge required for CD-i. Litil Divil™ © 1993 Gremlin Graphics Software Limited. We apologize to anyone whose name actually is Mutt or, for that matter, any fire-spitting demons we may have offended. © 1994 Philips Media. All rights reserved.

Capcom

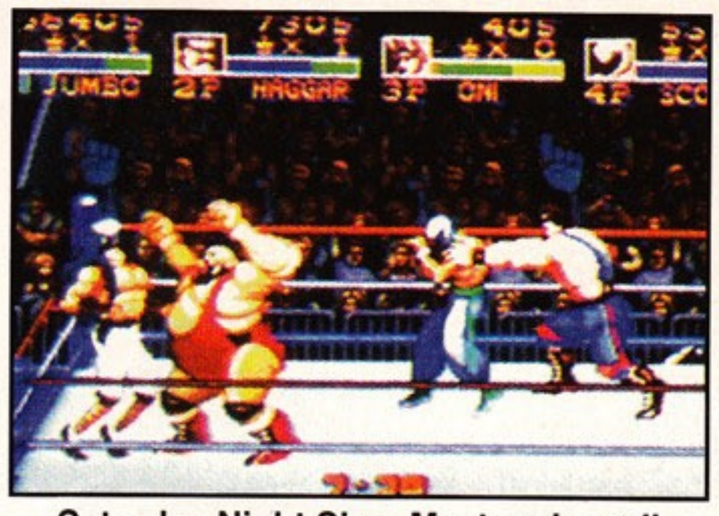
Saturday Night Slam Masters

Genesis	Action

You've played it in the arcade and on the Super NES, now see it on the Genesis. All the hard-hitting action is here, along with all the fighters you've grown to enjoy pounding. You can play as Haggar, that guy from Metro City, or as the Great Oni, the demon man from Japan. The man-dicing Grater and the mysterious Scorpion are also at your disposal.

Not only do you have to beat all the opposition, but you also have to hold the title as well.

Saturday Night Slam Masters has been translated faithfully in every respect. If you enjoy a good slugfest (like I do), you'll love to play this game with your friends. Saturday Night Slam Masters is great for a free-for-all fighting fun.



Saturday Night Slam Masters has all the action of the arcade and more!



This is one of the best arcade translations to the Sega Genesis.

Titus

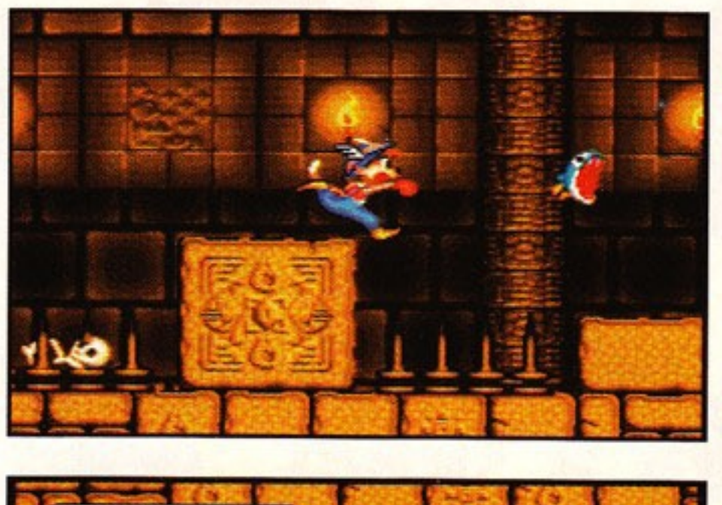
Ardy Lightfoot

Super NES	Action

Ardy Lightfoot is here from Titus. Ardy's a cool fox-like critter who's on a quest to stop the forces of evil. Ardy Lightfoot and his little buddy have to go through their world exploring every nook and cranny for clues that will lead them to their objective.

Ardy Lightfoot is a colorful, well animated game that is a little bit Mario-esque in game play. There's lots of technique to be had, especially when you have to find uses for your optional buddy.

If you've got a longing for action, Ardy Lightfoot should whet your appetite. There's lots to find and do. What else can you ask for?





Ardy must explore a giant pyramid. What secrets will he find inside?

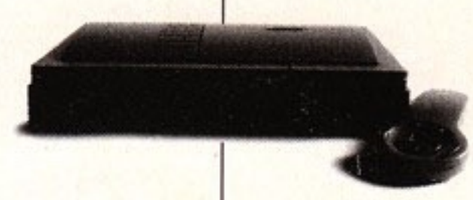


As you traverse Ardy's world, you will come across the many levels.



Ardy gets to meet both friends and foes during his epic quest.





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CD-i

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The mayhem continues as this carnival-gone -bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to -head action fighting game.

Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.

ClayFighter™





Staggering graphics, amazing digitized sound and voices, and mind- boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.

So, invite Bad Mister Frosty, Ickybod Clay, Helga and the rest of the gang over for a thrashin', bashin' , non-stop brawl on your SEGA™ GENESIS™ system.

Interplay™

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VISUAL CONCEPTS

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SPECIAL FEATURE!

A long time ago...

Super Return of the Jedi is here and it is the best Star Wars game to date! This game features all of the levels in the movie. In different levels, play as any member of the cast! There are even a few levels on Endor where you take on the roll of a cute little Ewok. If you are a fan of the movies, you will find this game exciting and a lot of fun. The graphics, sounds, and game play all combine to make this a truly awesome experience! May The Force be with you!

Super 3-D







On this level, you will control the guns of the Falcon.



On Endor you will zoom around frantically on speeders.



Target the fighters of the Imperial forces with the sights.



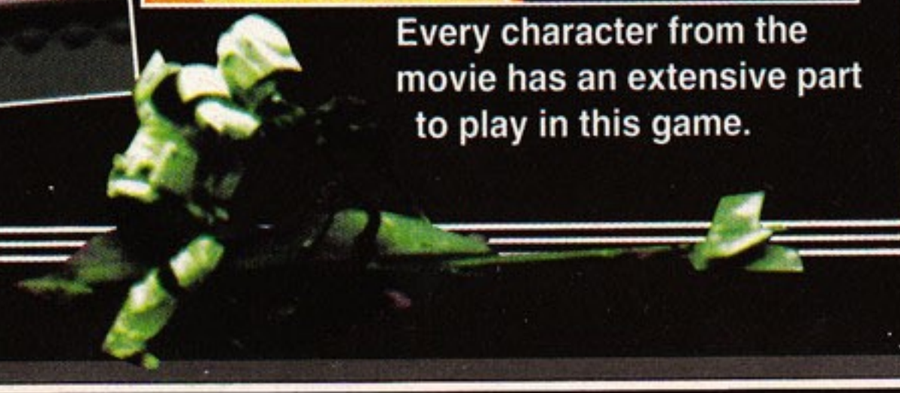
Players





Every character from the movie has an extensive part to play in this game.





SUPER STAR WARS™ RETURN OF THE JEDI

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Jaba's Palace

Now you are in the palace of the mighty Jaba. Before facing him, you have to face every last one of his minions.





Beware! This level is dark and scary.



The Boss at Jaba's palace hops around like a frog while spitting out tinier versions of himself.

Rancor Pit

It is time to fight the evil Rancor, but first you must find him! This level is totally dark except for the glow of Luke's saber surrounding him.





Be careful, because there are enemies in the shadows.



The Rancor is huge! In the dark, it is really hard to see what he is doing. Stay alert. There will be little enemies coming from behind.

Inside Barge

Now you must enter the barge and meet the evil Jaba—face to face. You play this level as the princess.





Her spin attack not only looks cool, but is very useful.



Be very careful. You will be attacked from all sides!



Tatooine

As Princess Leia, when dressed as a bounty hunter, run on the hot sand.





If you find a thermal detonator, you can use it to destroy everyone.



When you grab the speed-up icon you move unbelievably fast!



The Boss is a huge robot eye-arm beast. Watch for its lightning.

Power Generator



On the planet's surface you have to destroy the power generator that runs the shield around the Death Star. Run Princess Leia through the levels while fighting more forces of the Empire. In this level, Leia has a blaster that you can use to shoot through blocks where you will find various power-ups.









Death Star

The Death Star is the new, mighty space station which is capable of destroying an entire planet with a single powerful blast! Luke must fight his way through the station in order to reach the final showdown against the deadly Darth Vader. This level is full of enemies coming up through the floor. As well, there are a lot of tricky jumps where you are required to leap from falling platforms very quickly.



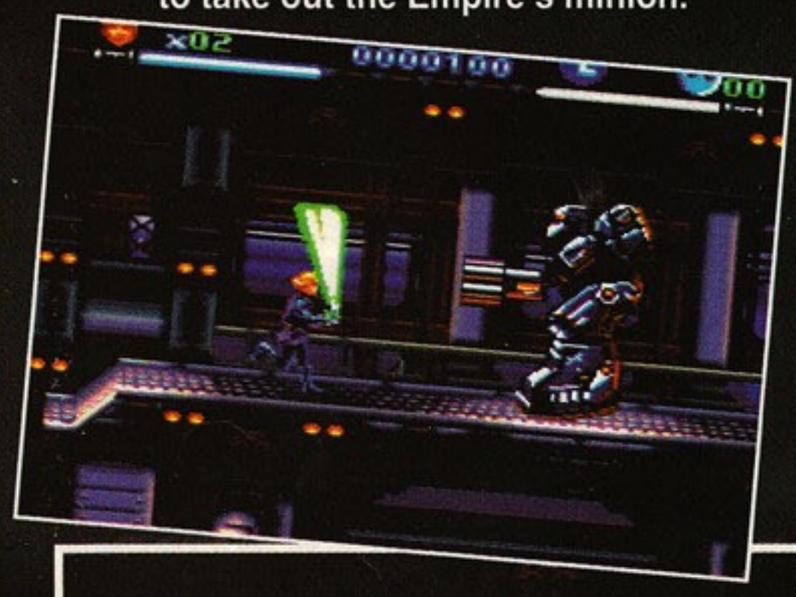
Use the slash of the awesome lightsaber to take out the Empire's minion.



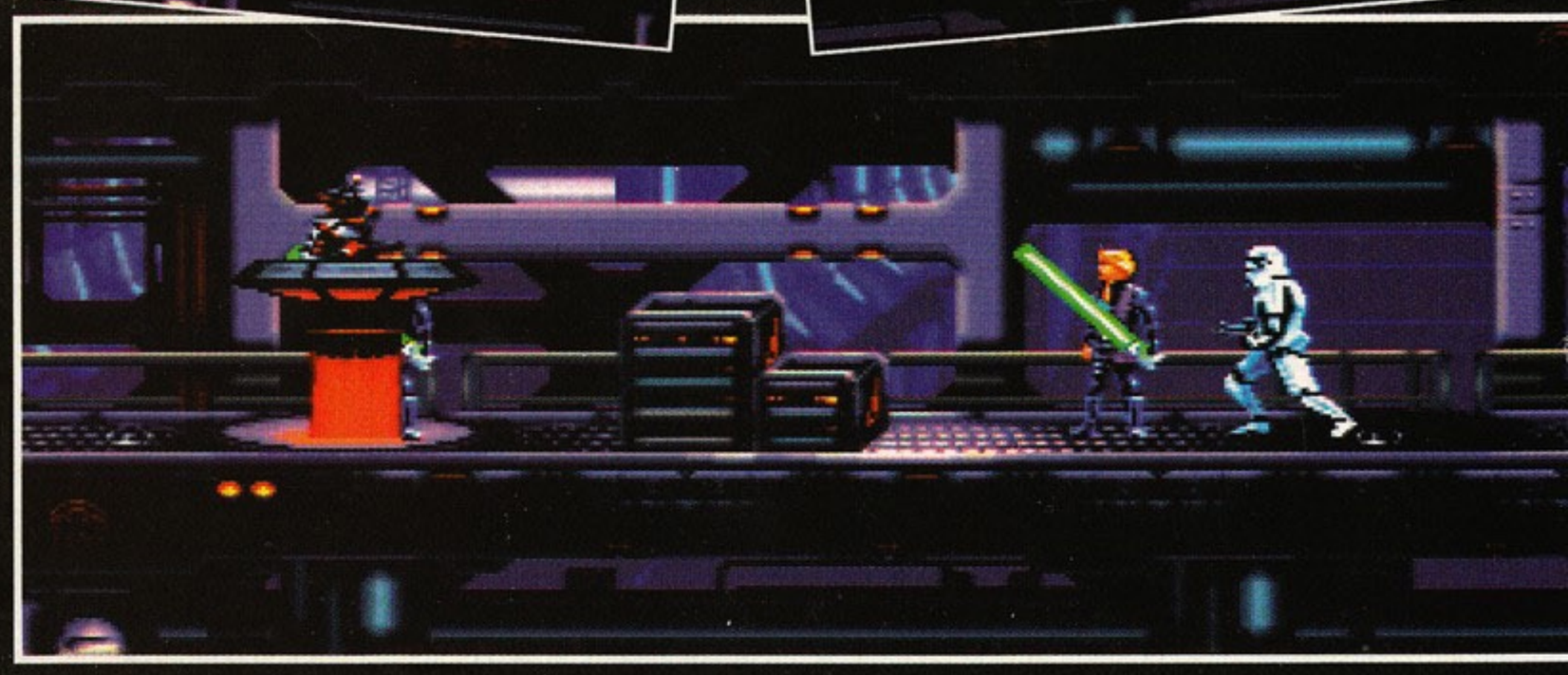
Right after you slash these robots, they blow up violently. Watch out!

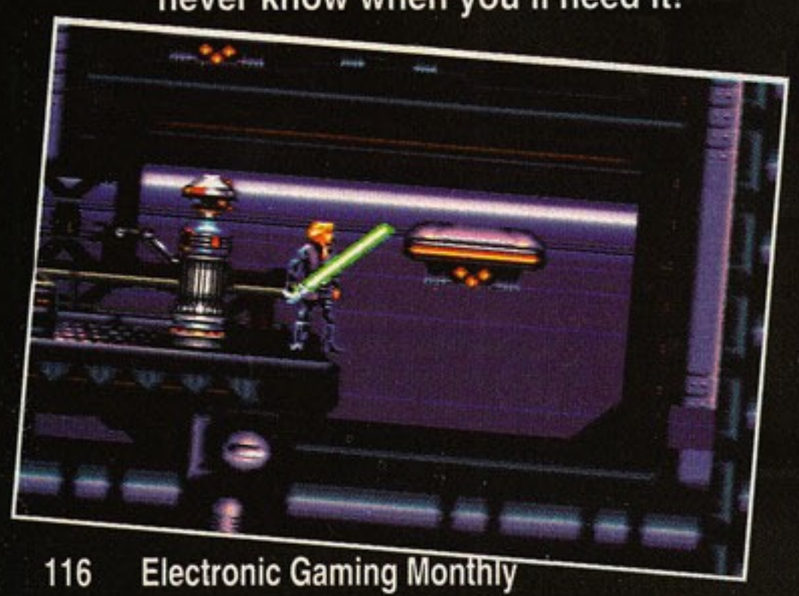


Always keep your weapon in hand. You never know when you'll need it!









Throne Room



In the infamous Throne Room of the Dark Emperor, you face many dangers. Avoid the cannons and the stormtroopers.

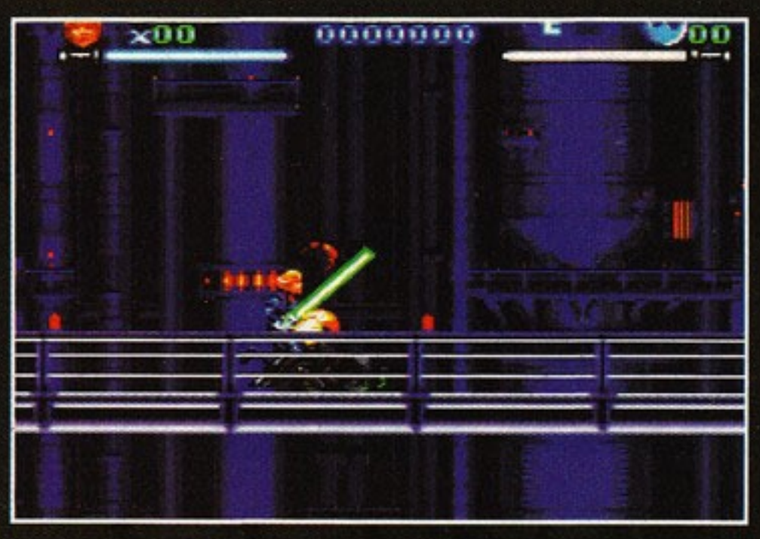
Your jump roll works well here, but be careful not to fall off the platforms.

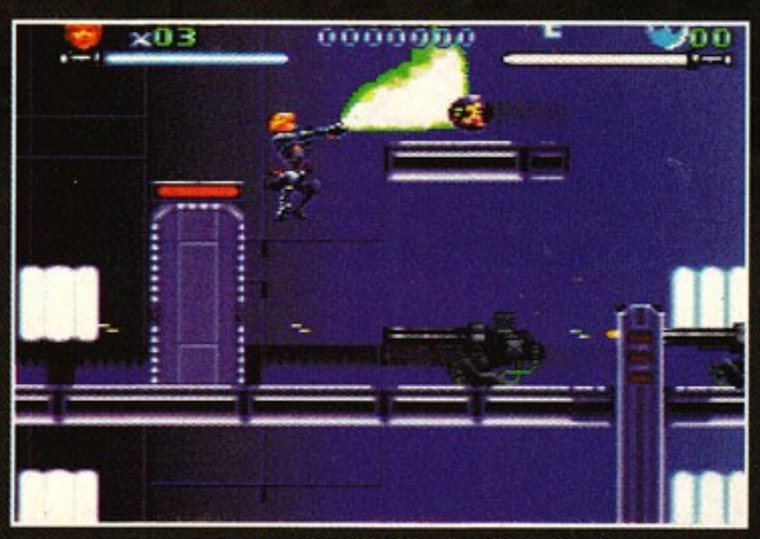




Get in close and slash the turrets with your lightsaber in order to get by.

You can also use your light-saber to defend against the guns that are all over the level.





Take out as many cannons as you can with your trusty saber. If you don't get them, they could get you!

Ewok Village

Welcome to the Ewoks' village. Although cute, they're deadly. Help them fight the bad guys.





Climb up on the tree village while looking for the exit, and fight off the enemies.

This little guy has a really fast and vicious bow and arrow attack.

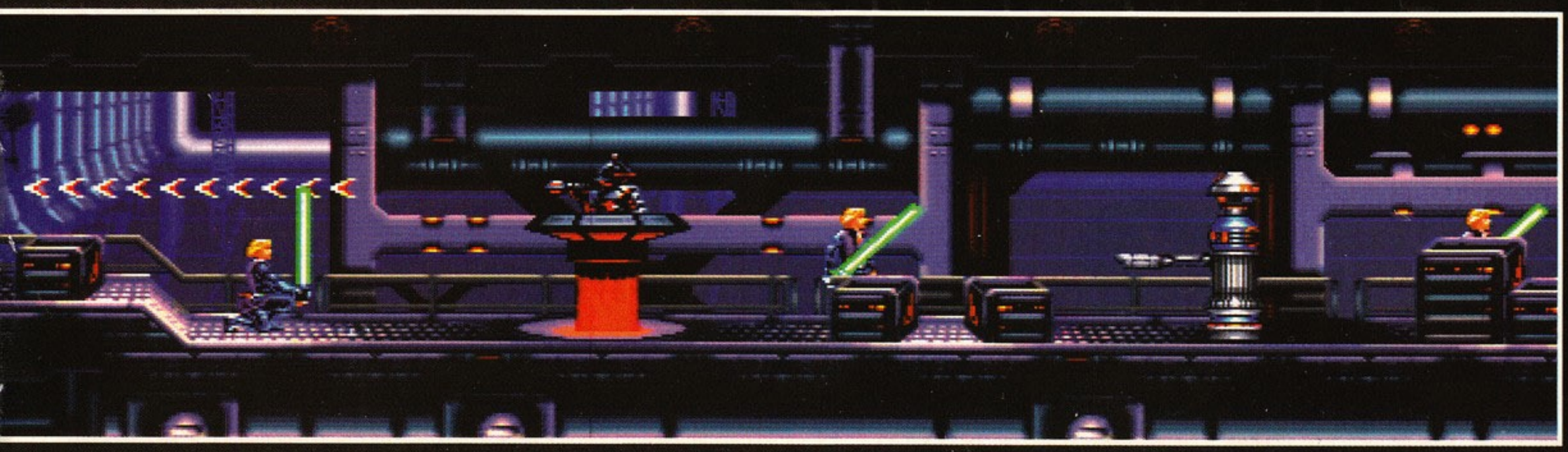




This level is really big! It seems that when you fall, you just keep on going.

Although the Ewoks are small, they are extremely deadly. Yet, they need your help stopping the Empire!







FAILURE TO IDENTIFY ALL 36 OF THESE HELMETS SUGGESTS THAT PERHAPS BADMINTON IS MORE YOUR SPEED.



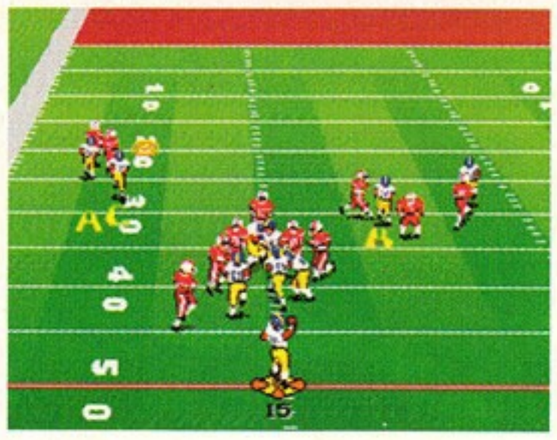
COLLEGIATE LICENSED PRODUCT

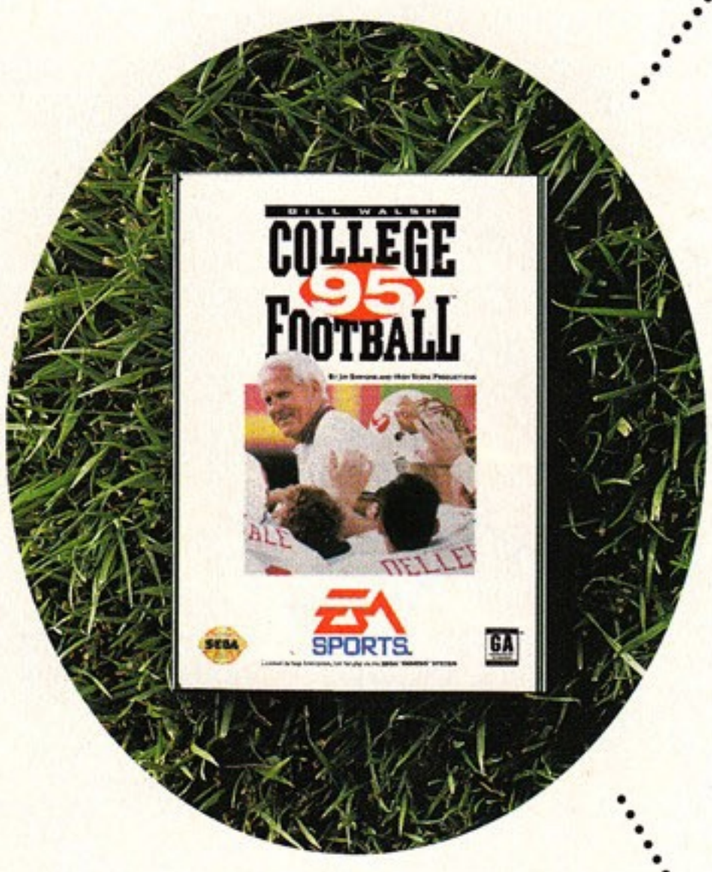
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EA SPORTS

If it's in the game, it's in the game.™

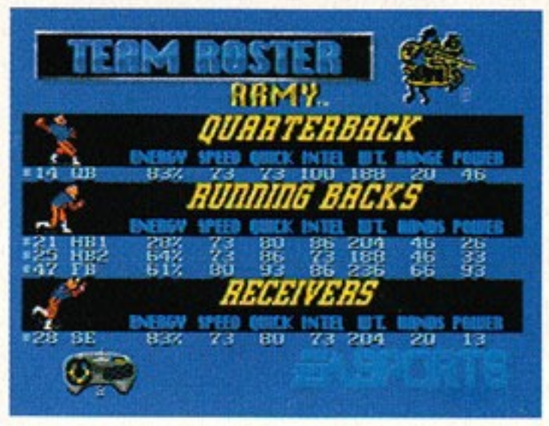
Introducing windowless passing for an unobstructed view of your receiver [unless he's got a cornerback in his face].

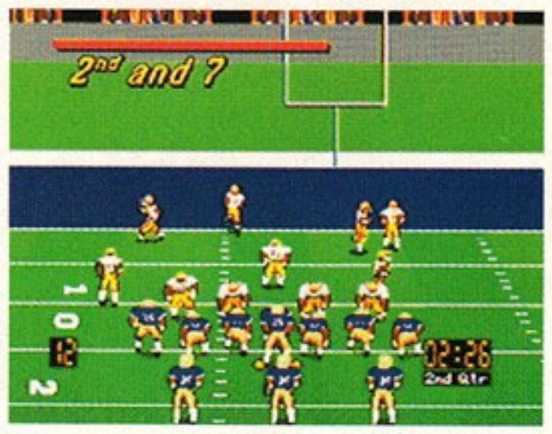




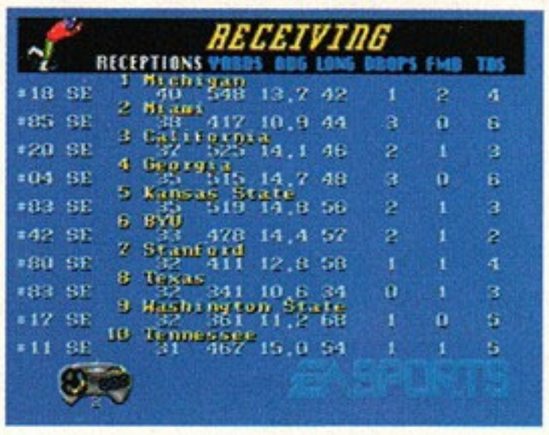
TOURNAMENT 4 WAY PLAY SERIES™

New ability to check energy levels adds fatigue factor to the game. Cot not included.





From formations like the Veer, Flexbone and Tee [Notre Dame in the red zone] you can run 36 new plays that would make Bill Walsh smile [or cry].



Position stats tracked all season long let you know who's hitting and who should be hitting the showers.

COLLEGE·FOOTBALL BILL WALSH™

This box contains 100% real college teams, helmets, logos, colors, nicknames, rules, plays, polls and traditions. Nothing artificial. Dig in.

SPECIAL FEATURE!

Primal Rage is a graphic buffet, coming soon to an arcade near you. It includes seven characters, all of which are fantasy or mythological creatures, including various dinosaurs, giant apes, and more. Some unique features of this game (other than the incredible stop-motion animation that makes the game look light years ahead of the competition) are its four-button joystick configuration which is employed instead of the standard five or six we're so used to seeing, and the two-punch and two-kick buttons which feature specially mapped "power hits" that allow for easier to manage special moves and combos. Revision of traditional fighting games don't stop with the joystick configuration, though. The one-player game does not end after defeating all the characters. At that point the player is thrown into a shorter sequence, a no-room-for-error second round that's sure to make you kick a few arcade cabinets. The Two-player Mode is reminiscent of the "push-pull" engine most employed in Neo•Geo fighting games. Best of all, this great new fighting game is scheduled to ship in August.













Almost everything about this game is different. From the Character Selection Screen to the conquest of the new Urth. Even the P.C. "No animals were hurt in the making of this game" Screen is different! The Primal Rage production team, made up of nearly 30, was organized more like a Hollywood film crew than a typical game design team.



Sauron is what this game was originally intended for—the large yellow Tyrannosaurus Rex with a huge temper. His moves are, for the most part, large and bumbling, but he gets the job done. He really uses his size to his advantage, with such moves as an Earthquake Stomp and the ability to rip with those giant jaws.





Sauron









Chaos





Chaos is a wild-haired gorilla who is human-like in a lot of ways. His attacks use his hands and legs to crush the opponent. He can climb on anyone and his fists and feet are equal in strength. He's not afraid to hop around either, as his leaps can easily reach the top of anyone. His power is almost the same as Blizzard, his "brother."





Blizzard is the "Ryu" of the two gorillas. He doesn't have as many leaping abilities as Chaos does—he prefers to sit back and let his power do the talking. That right hook of his is lethal! He's been known to level buildings on a slow day. His stage is set in the Himalayas, and his powers are mostly freezing moves, with freezing breath and more.

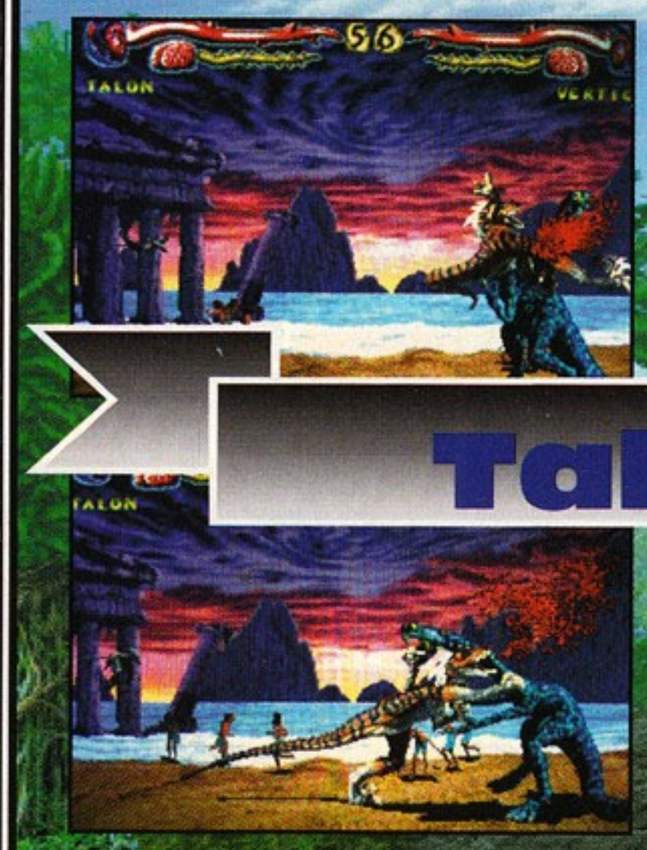




Blizzard



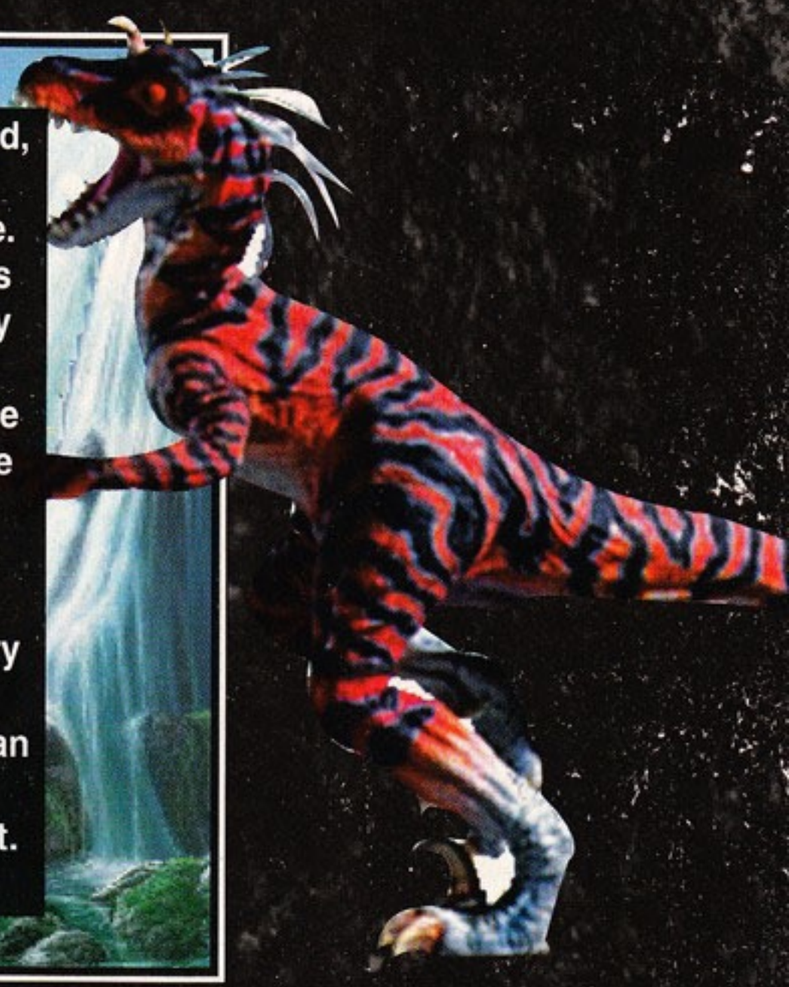






Talon

Talon is aptly named, as he likes to claw his way into anyone. He is almost a cross between the ferocity of a tiger and the look and intelligence of a Velociraptor. He can leap from long distances and be at your throat in seconds. He is also very agile and has been known to climb up an opponent to reach the head and throat.





Diablo

Diablo, the smaller of the T-Rex creatures, has a fiery personality and the moves to match. Mostly we have fire breath and his volcanic stage matches the color scheme. Diablo is primarily a fiery crimson red with streaks of black. The patterns are similar to what many scientists think ancient dinosaurs may have looked like.



Vertigo

Vertigo is part cobra and part effraasia. His attacks are extremely fast and just as lethal. His blue stripings match his stage which is an eerie almost Atlantis-looking city. His tail is the most dangerous part of his body, giving him the longest reach by far of any other character in the game. His neck is almost just as long.



Armadon

The character of Armadon combines elements of a triceratops, ankylosaurus, and stegosaurus, creating a dinosaur that has very dangerous horns, a somewhat long body, and an almost hunchback aura around him that strikes fear into smaller opponents. He also appears to have a strange pair of eyes due to lack of sunlight.

The Making of: PRIMAL RAGE



Dennis Harper: Producer

Originated the idea of a stop-motion dinosaur fighting game over two years ago. Originally conceived as a showcase for two ferocious T-Rexes, the puppets looked so incredible, they expanded their original idea, and made seven new ones.



Jason Leong: Animator

Had an idea for a revolutionary dinosaur fighting game, at the same time Dennis Harper did, and went into business with him. They were both certain that the stop-motion process had never been attempted on this scale for a video game.



The intense process starts with creating the actual puppet.



A plaster mold is made of the desired shape.



The heart of the puppet is the flexible endo-skeleton.



The skeleton and mold is then injected with whipped latex.



The whipped latex mold is placed in a special oven.



Last of all, the latex puppet is painted by an airbrush artist.



This is the result—some of the best arcade graphics ever!



The game features seven characters with special moves.



The cast includes many strange characters, mostly dinosaurs.



There's even a little "Finishing Move" action going on!

MULTITAP "EXPLODES".

4 PLAYERS



Hey, here's a great "SUPER BOMBERMAN™" game tip: now 4 of you can have a blast together. With Super Multitap.

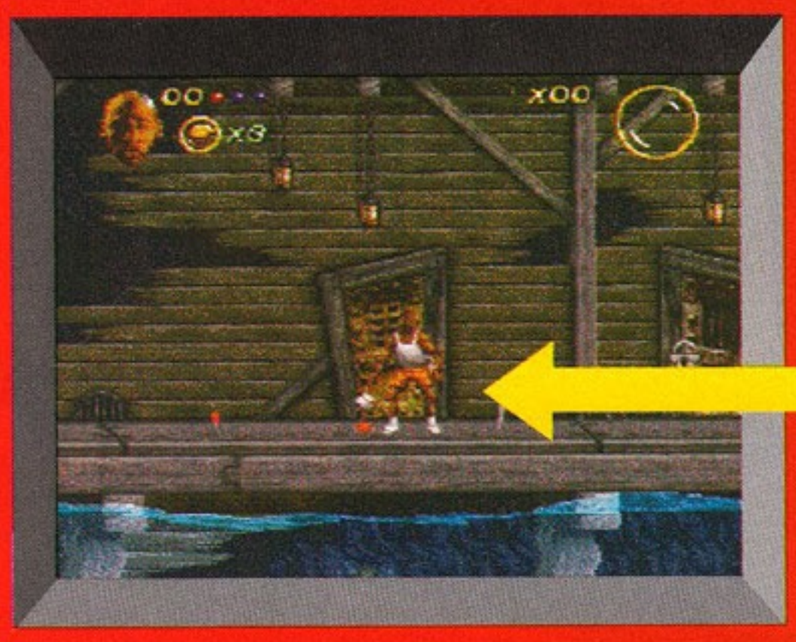
The best way to play the best games is with the original Super Multitap. From Hudson Soft. The best 5 player adapter. Gamers unite! Super Multitap. The really together way to play. Get yours today.

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YOU START HERE.

Watch out for the slime. Slime multiplies when you hit them.

You better eat your Wheaties® for a power-up.

Don't fall in the water, danger lurks there.

Don't just cruise the boardwalk-find the keys and enter the spooky doors.

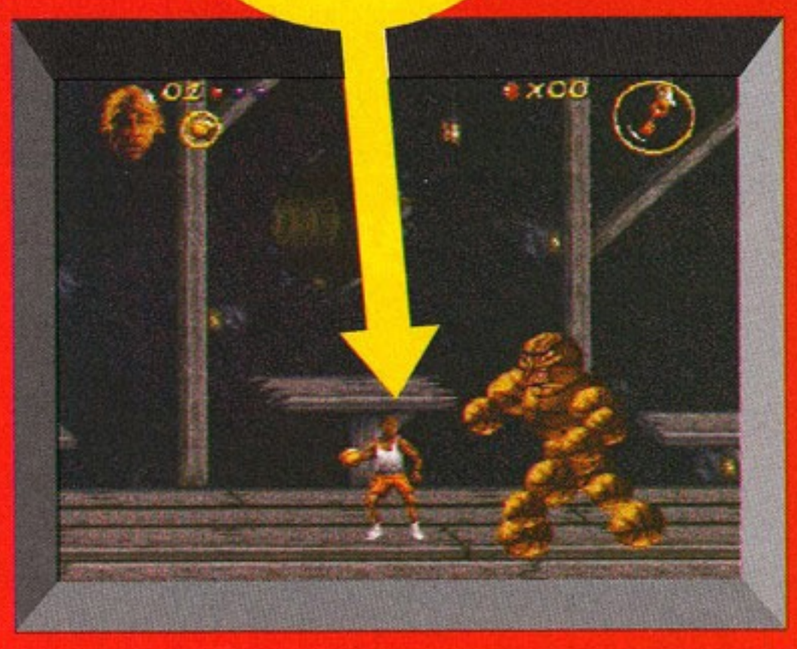


YOU'RE HERE.

Michael's new arsenal includes 7 powerballs [fire, ice, and earthquake to name a few].

Beware the evil Dr. Max Cranium and his army of henchmen.

Enchanted high tops make you invincible.



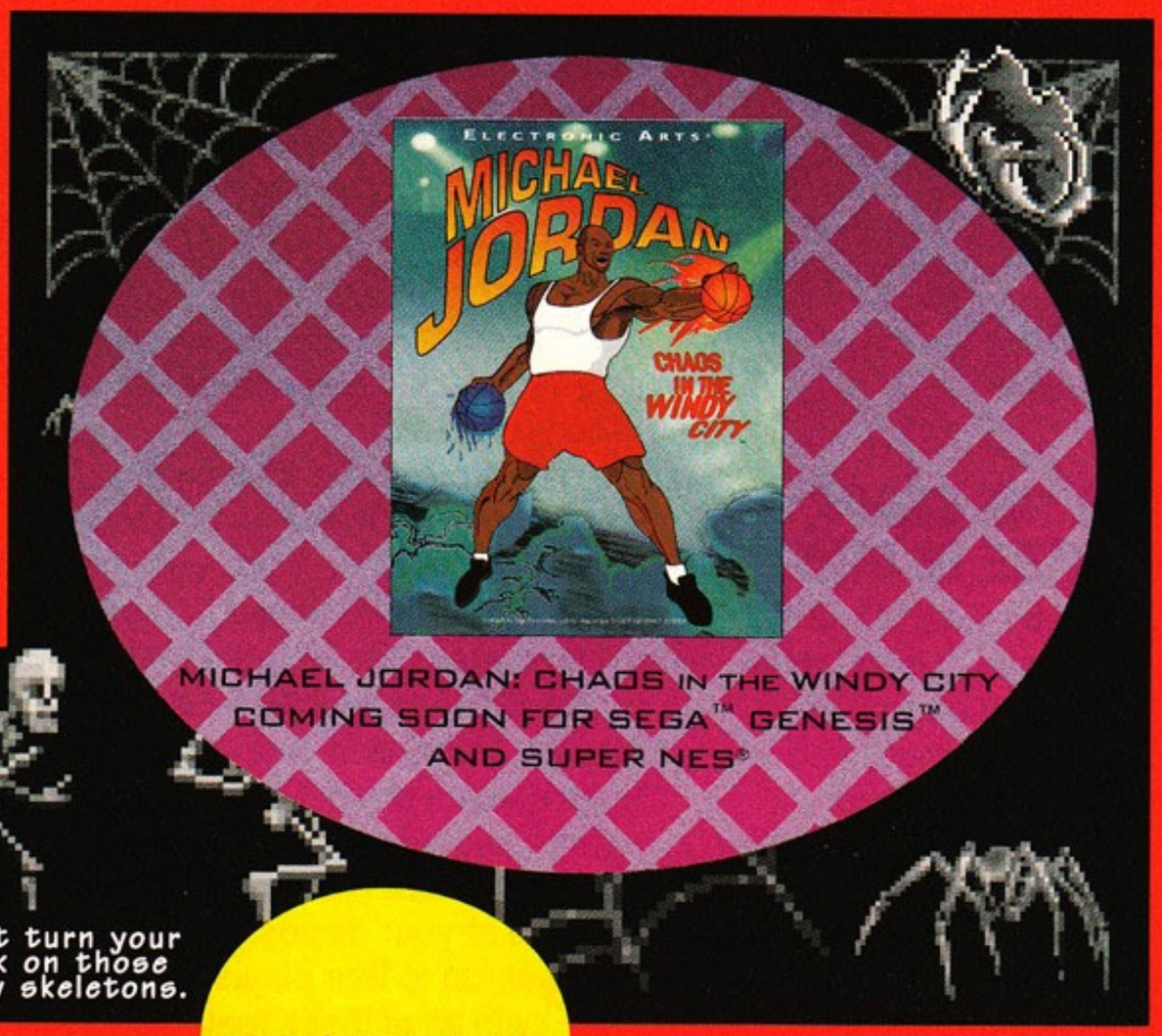
YOU'RE HERE.

Collect gold and silver coins to gain an extra chance.

YOU'RE HERE.

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MICHAEL JORDAN: CHAOS IN THE WINDY CITY
COMING SOON FOR SEGA™ GENESIS™
AND SUPER NES®

YOU'RE HERE.

Don't turn your back on those pesky skeletons.

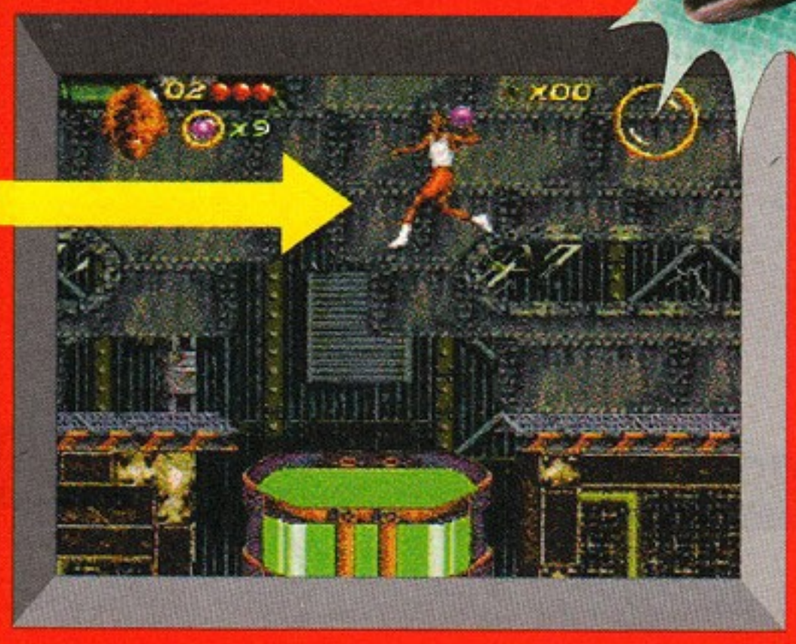
YOU'RE HERE.





Beware the mechanical eels. Especially near water.

YOU'RE HERE.

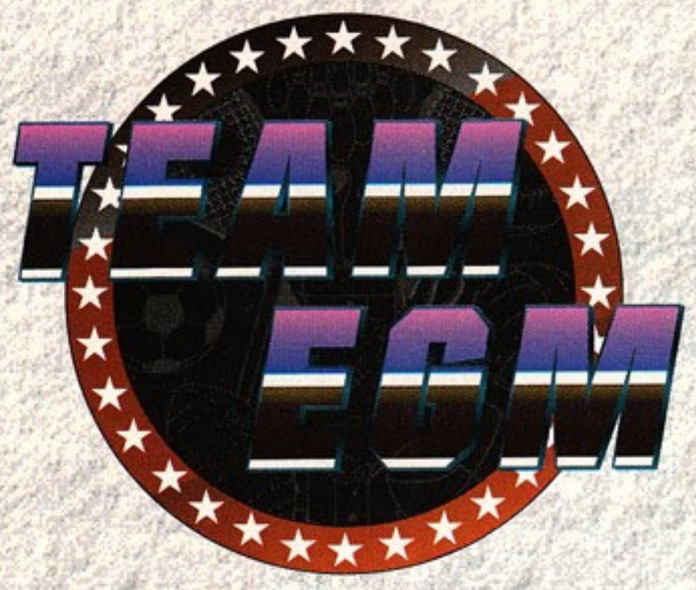


25 intense levels in six different Chicago locations.

BUT YOU MAY NEVER GET HERE.



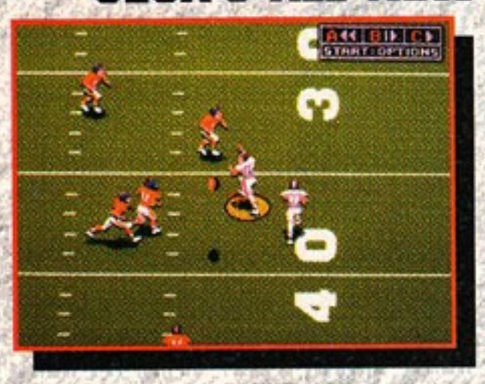
ELECTRONIC ARTS®



BACK FROM THE GRAVE, ICEMAN IS HERE TO STAY

After many nights of thinking about the Olympics, Iceman realizes that he has a real job to do ... giving you up-to-date news on the latest sports games, with your co-host, The Rookie. Now that Iceman's back, Jacques is pursuing other interests. I guess he can stay around here and give Iceman some challenge on the upcoming games. Yeah right! So put on your reading glasses and see the hottest new sports games that have been reviewed and previewed by *EGM*'s finest sports gurus. Enjoy!

SEGA'S ALL-NEW NFL '95

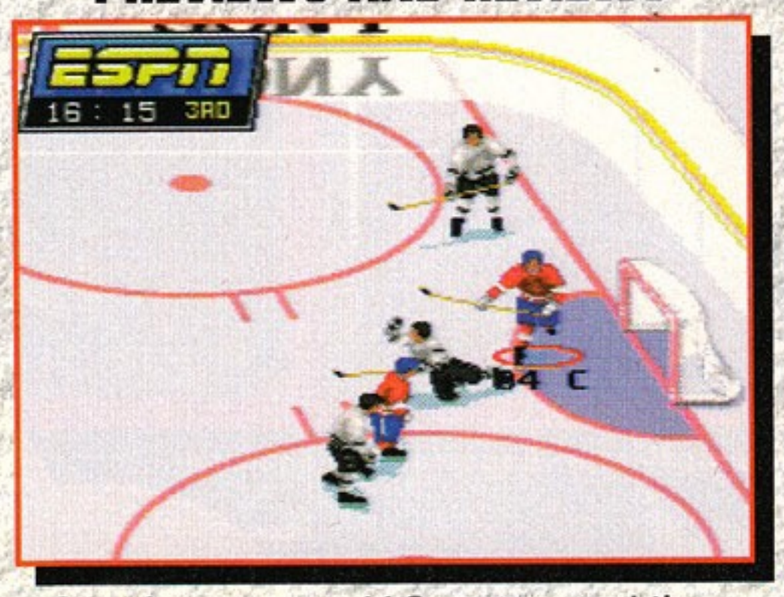


As I expected, Sega is now releasing another NFL game. Like the other versions, NFL '95 has some great features that will gain sports gamers' attention. The major feature that will change, however, is the visual perspective of the playing field. In the previous version when you start a play you can only see approximately 30 yards of the playing field. When you drop back as the QB, the camera angle will rise and you'll be able to see up to 65 yards down the field, allowing you to view your receivers in motion. While all of this action is happening, the players on the field scale as they move. When you pass the ball, the camera angle will drop again while the ball is in the air and return to its original angle when your receiver catches the ball. You have to see it to believe it!



There are other features that stand out in this game as well. Create your own players, trade, and even revise the team's depth chart. Other options (free agents, records, injuries, stats, league leaders, instant replay, and many more) are also at your disposal. You can even play with up to four players at the same time. With all of these features you'll need a battery back-up (It's included!). Look for this one to come out kicking soon.

PREVIEWS AND REVIEWS

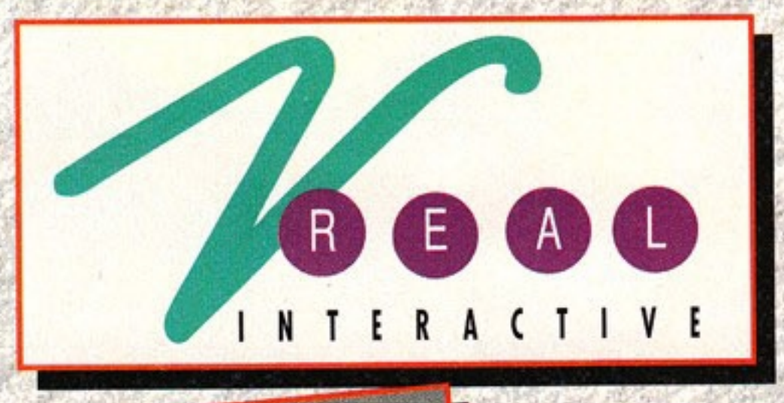


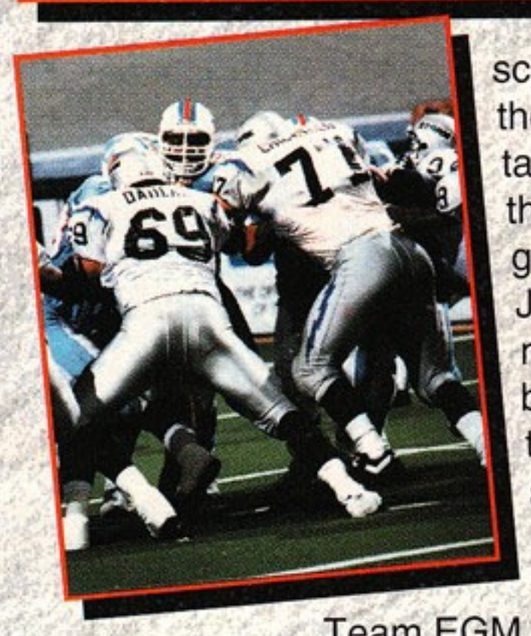
Out of my way punk! See some real-time action on Sony's National Hockey Night.

Check out the latest preview pics of upcoming games as well as the reviews that Rookie and I have compiled. See if you agree or disagree with us. Here are the games that you'll be seeing in the following pages: Cannondale Cup, Elite Soccer for the Super NES, ESPN Football, ESPN Hockey, GP-1 Rapid Stream, Acme All-Stars, and lastly, Elite Soccer for the Game Boy.

ARENA FOOTBALL ... WELCOME TO THE HOUSE OF PAIN!

Arena Football—football played indoors where the field is smaller but the pain is just as intense. The regulations have been changed a bit to add excitement and fast-paced action. This great new sport has gained popularity across the nation. As a treat, V-Real Interactive will be releasing V-Real Arena Football for the Jaguar. As you can see by the





screen shot, the action is taken from the real game. The Jaguar has many capabilities and this one should look great when it is finished. Team EGM will have more inside pics on this new game soon.



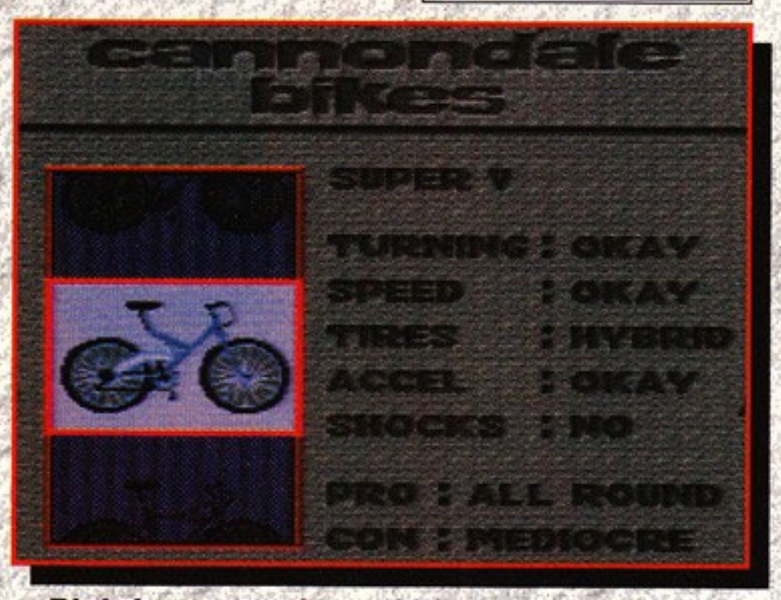
cannondale cup

MANUFACTURER
ASC

CARTRIDGE SIZE
12 MEG

RELEASE DATE
OCTOBER

OF PLAYERS
1



Pick from a variety of bikes each having different types of track performance.

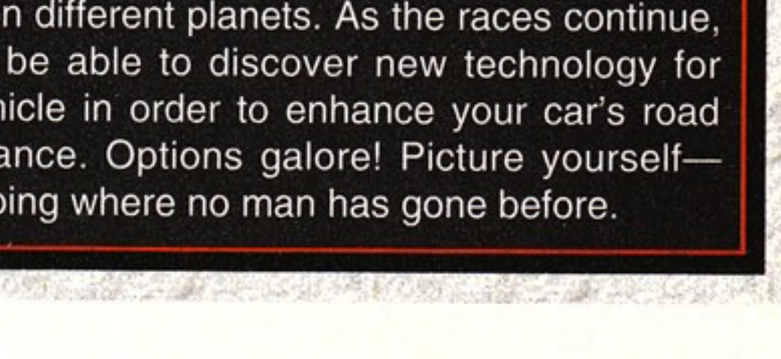
SURVIVAL OF THE FITTEST

Cannondale, a well-known maker of road and mountain bikes (all handmade in the U.S.) has teamed up with ASC to bringing you the very first bicycle racing game sponsored by a major bicycle company.

Cannondale Cup features the mountain bikes that Cannondale produces. In this racing game, you will be able to choose from a variety of bikes each varying in road performance aspects like: speed, traction, handling, and so forth. Pick an off-road-type bike to get you through those muddy tracks and don't forget about the all-suspension bike.

All the tracks vary as well. You can start at the bottom and race through the qualifying track and see how you do against the very best riders around. After that you can attack the harder tracks, if you're good enough. Conserve your energy on the hills by putting your head down to decrease air friction. You can either grab or kick the other riders to get ahead of the pack. Hey, it's survival of the fittest out there! That's what this game is all about. You snooze, you lose.





Still having a problem keeping up? Grab someone to conserve your energy.



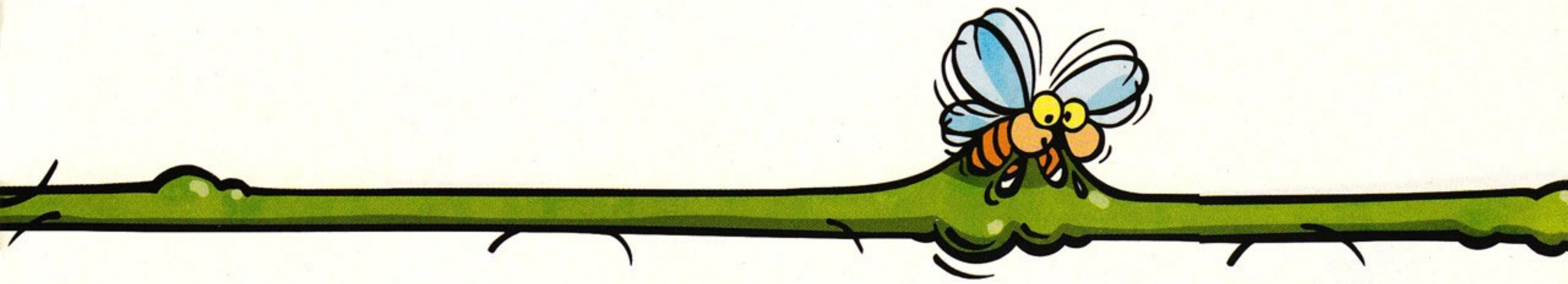
Pick your bike wisely, because you'll need to pass many obstacles on the tracks.

★★★ ICEMAN'S SNEAK PREVIEW ★★★

TOP GEAR 3000 by KEMCO



In this sequel, Top Gear is set far in the future where technology is the basis of winning races. Instead of racing in nearby states, tracks are placed on different planets. As the races continue, you will be able to discover new technology for your vehicle in order to enhance your car's road performance. Options galore! Picture yourself—boldly going where no man has gone before.



ELITE SOCCER

TEAM EGM

MANUFACTURER
GAMETEK

CARTRIDGE SIZE
16 MEG

RELEASE DATE
AUGUST

OF PLAYERS
1 OR 2



GOOOAAAL KICK!



As World Cup Soccer fever rages, the competition to make the best soccer game continues, too. Elite Soccer from Gametek is a cart to look for in the future.

There are so many options you can pick from, such as changing the weather conditions, the referee's style of regulating, the goalie's skills, and whether to play indoor or outdoor, among others.



Shoot it out, and decide which team will advance to the tournament.

If you want some competition, enter the World Cup Mode and play against the very best in the world. Go through the rounds to see where you stand. Play in existing fields where they show you the size and capacity of the stadium, and where it is taking place.

Elite Soccer may not be as flashy as other soccer games, but it delivers some great features that make it worthy.



Play in the World Cup. See where your team stands after the early rounds.

HAVE A FRIEND?

The exciting part about this game is that you can play against another player instead of the computer. Just hook up another controller, and boom!—you're set. Plus, playing against the computer can get easy at times and the challenge is scratch off. So, get with it and invite a friend over for some real action!







ELITE SOCCER BY GAMETEK

Graphics	★★	Playability	★★
Sound	★★★	Realism	★★★

The neat new features are something to look forward to. This is actually an okay game, but the players on the field move like flies! Their movements are too quick to handle. This odd movement kind of takes away from the game play value. Sounds are up to par, but not that overwhelming. This one is alright, but not outstanding.

70% Iceman

Graphics	★★★	Playability	★★
Sound	★★	Realism	★★

I agree with Iceman. The players on the field look like flies trying to find food. It was frustrating. I'd rather watch the World Cup than look at flies. Being able to choose from the many options is a plus. The options really change the way the game plays. Cool sequence of the shootout. It may not be great, but it's really an okay game.

72% The Rookie

MANUFACTURER
SONY IMAGESOFT

CARTRIDGE SIZE
16 MEG

RELEASE DATE
NOVEMBER

OF PLAYERS
1 OR 2

SUNDAY NIGHT FEVER!

Ladies and gentlemen, welcome to ESPN Sunday Night NFL! Your commentator, Chris Berman, will guide you through this game, providing you with the latest news of the action on the field. At half-time he will be there (ESPN Sports Center) to give an in-depth look of the current game being played, showing you all the stats and scores.





Check out the field conditions. Change the weather conditions that affect the field.

ESPN Sunday Night NFL looks average, but it does have some originality on its side. First of all, pick from various types of plays as well as audibles on the field. You will have to learn the plays that ESPN has offered to defeat your opponents on the field. Do special running abilities like hurdle, spin, and jump to pass the defenders ahead of you. These features may sound familiar, but the hard-hitting action is always different. Plus, do you always have Chris Berman as your commentator? I don't think so.



CHRIS BERMAN

Check out the close-up of the referees as they look at the measuring chain. Others like this will be shown of the ref making penalty calls. This football cart packages everything you need in a football game. Stats, weather, refs, plays—it's all here. Look in later *EGM* issues for more in-depth reviews and play-by-plays.



CLOSE-UPS!



ESPN's own playbook will answer your prayers and take you through the games.

★★★ ICEMAN'S SNEAK PREVIEW ★★★



SUPER BASEBALL SIMULATOR 1000 2 by CULTURE BRAIN

If you thought Baseball Simulator 1000 had some of the coolest baseball tricks, wait until you get your hands wet with this. Of course the graphics and sounds have been greatly improved, especially the animations of the players batting and on the field. There are so many tricks to batting and pitching. This sequel is definitely a winner for baseball fans who are looking for an extra twist.

TEAM EGM

MANUFACTURER
SONY IMAGESOFT

CARTRIDGE SIZE
16 MEG

RELEASE DATE
NOVEMBER

OF PLAYERS
1 TO 4

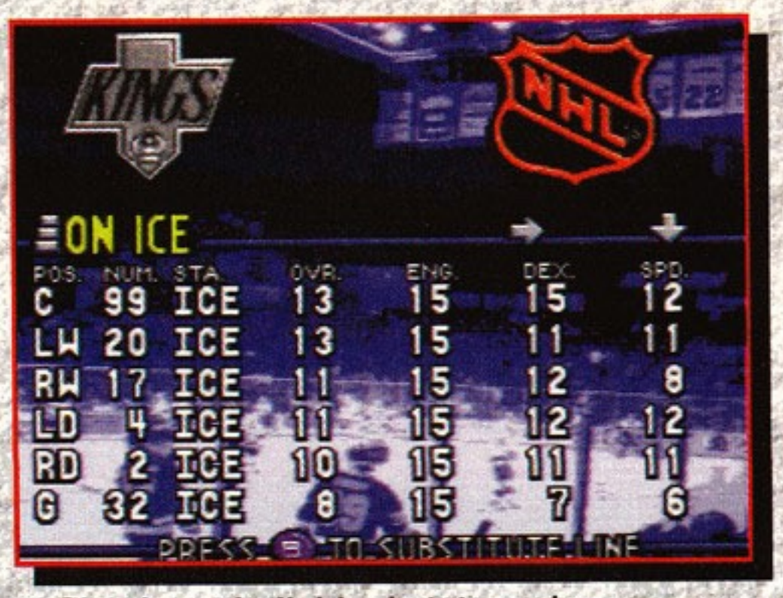
ESPN NATIONAL HOCKEY NIGHT

Round up your players and edit your line to see who will be the starters on the ice.

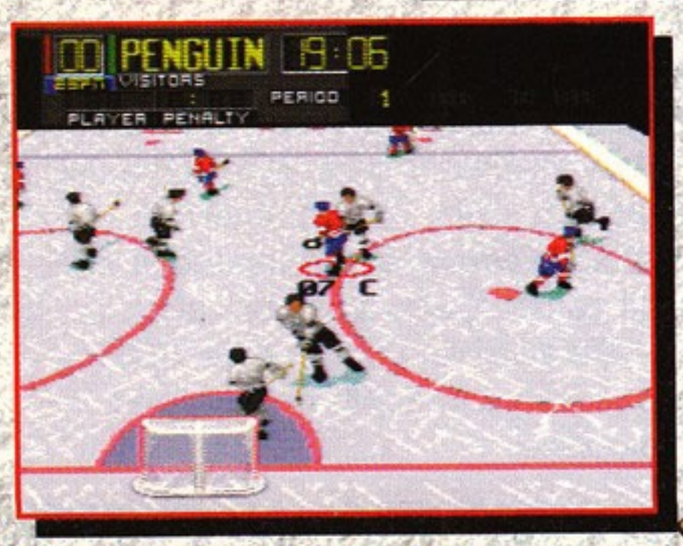
Hockey games, for the most part, have only one playing perspective. For ESPN NHN, however, you can pick either a horizontal or vertical perspective. The vertical view can be difficult, but it brings you closer to the action than the horizontal one. That's too cool! Pictured below is the horizontal view where you can see the action clearly. Get ready to really jam with this one!

From either view it is crystal clear that the action never stops!

Sony Imagesoft, not known for their sports games, is rising from the depths and showing its colors on these sports games. Especially with the help of ESPN's crew, where else can you turn for a real-time sports game? It's hard to beat this one!



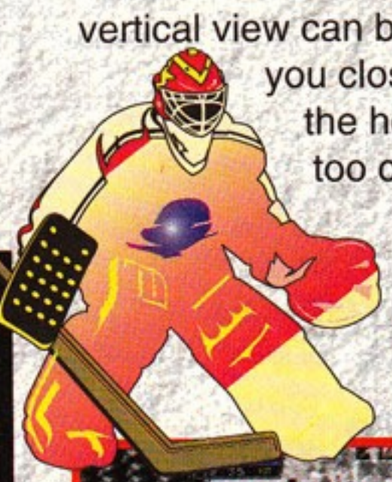
Check out individual stats and compare them with others from the NHL.



VERTICAL



HORIZONTAL





HE SHOOTS ... HE SCORRRES!!!

Sony Imagesoft scores with another title sponsored by ESPN. ESPN National Hockey Night is still in the works, but it shows off enough to convince us that this game could be one of the best hockey games of the year.

Featured in this title are the teams from the National Hockey League. Every team has their current stats. Go even further by viewing each players' stats.

★★★ ICEMAN'S SNEAK PREVIEW ★★★

LOONEY TUNES HOOP IT UP by SUNSOFT



Oh boy! Those people at Sunsoft will make anything to keep you playing their games. What can I say? It's a jam fest for the Looney characters. Play two-on-two with the characters from the *Looney Tunes* cartoons. Use special powers and items as you race down the court in an attempt to score a basket. Furthermore, do incredible, but funny, dunks that will rock the backboard!

TEAM EGM

MANUFACTURER
ATLUS

CARTRIDGE SIZE
12 MEG

RELEASE DATE
DECEMBER

OF PLAYERS
1 OR 2

GP-1RS
RAPID STREAM



Competition too easy? Why not plug in another pad and race against your buddy.

UM ... RRR ... RRRRRRRRRR

WOW! This is excellent! Even though racing games are not my favorite type of sports games, GP-1RS is something that I've been looking forward to for some time now. Thanks, Atlus.

First of all, the variety of bikes to choose from is totally cool. Each bike has different road performance which adds to the challenge for the rider. The specs on the bikes are so realistic, you can't get any closer to the real thing.

Secondly, the racing aspect is the thing to look for. The fast-paced graphics of the tracks never slow down. You can actually feel the pull of your bike as it takes the upcoming sharp turns. The handling of the bike is incredibly smooth. Awesome S-turns and curves! As far as tracks go, you can pick from various countries where they have actual racing tracks. Try racing in each of them to see if you can beat the best lap and time record.

Furthermore, this game enables you to race against a friend where the screen splits and both of you are visible on the track. This is good practice in learning the tracks and knowing when the turns will come up. Or you can race against each other and see who's the fastest racer around. This is one terrific racing game. I never thought I would get stuck on it. This is definitely one to save your money for.





Watch out for the surprising, sharp turns. Try to turn early in these situations.

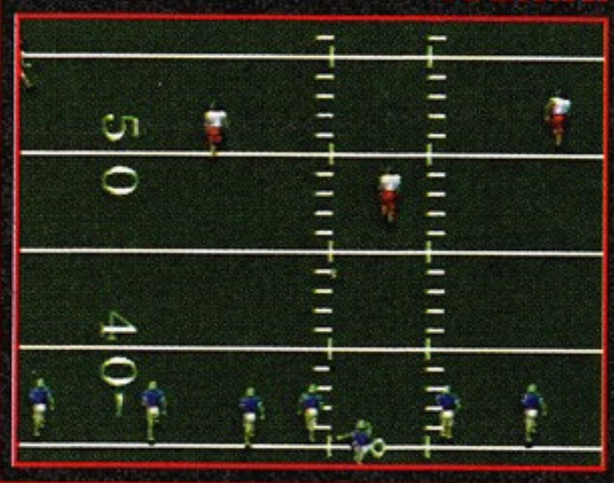
PICK FROM A VARIETY OF BIKES





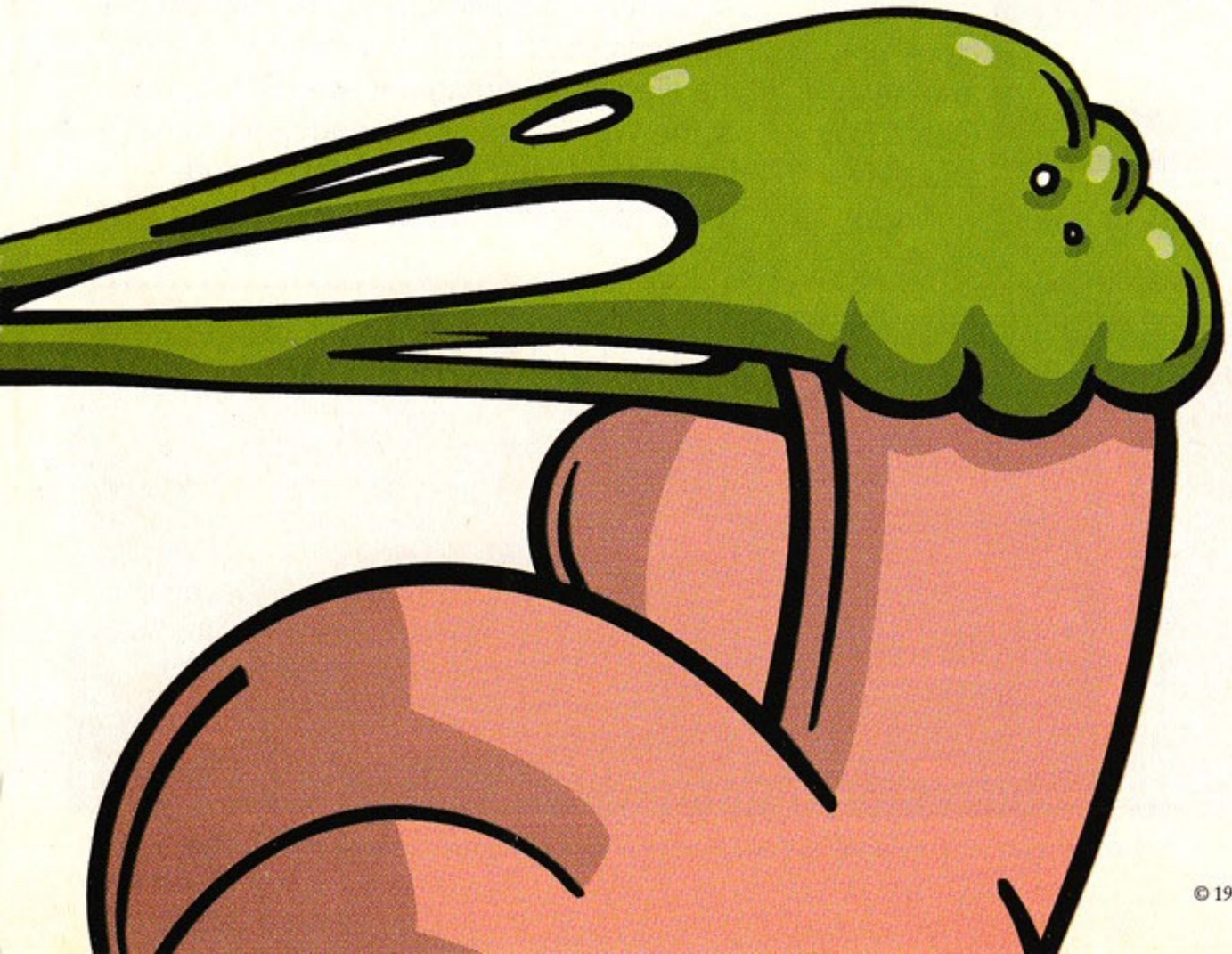


★★★ ICEMAN'S SNEAK PREVIEW ★★★



NFL FOOTBALL HALL OF FAME by PHILIPS

Philips Media has shown some of the greatest games for the CD-i. NFL Football Hall of Fame is a great addition to your library. This intensive high-graphics game consists of the very best football action for this all-CD system. Pick from all 28 teams from the league with their up-to-date stats. It is filled with awesome features that you will enjoy every time you play. Catch this if you can!



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GENESIS

MANUFACTURER
KONAMI

CARTRIDGE SIZE
8 MEG

RELEASE DATE
OCTOBER

OF PLAYERS
1 TO 4

TINY TOON ADVENTURES ACME ALL-STARS

THE TINY TOONS ARE HERE!

Those crazy cartoon characters are back battling it out on the playing fields and deciding who has the best team in Acme Looniversity. All of your favorite characters are here either for you to defeat or to use to defeat others on the basketball court, soccer field, bowling alley, obstacle course, and lastly in Montana Hitting where you have to hit Montana coming out of





the gopher holes. Quite interesting if I may say so. If you're in the Story Mode, there's an option to save. Players of all ages will like this hilarious cart from Konami.





If you like the animated series, you'll love this game. I certainly did.

TINY TOON ADVENTURES ACME ALL-STARS BY KONAMI

Graphics	★★★	Playability	★★★★
Sound	★★	Realism	★★

This is a very cute and fun game to play. The character animations are too funny, especially when doing their special powers. I also like the fact that you can play different sports. Add in a story line and you have a quest for sports. Pretty weird, but it's a nice touch concept-wise. I'd rather play real sports with real players, but this does it for me.

83% Iceman

Graphics	★★★	Playability	★★★
Sound	★★	Realism	★★

I liked the series and I definitely like this sports event. Younger kids will enjoy this game because of the easy playability, but it will also draw older gamers. The special powers and tricks the characters can do are funny and cute. I know this may be geared toward the younger ones, but I grew attached to it. Great ideas make great games.

77% The Rookie

GAME BOY

MANUFACTURER
GAMETEK

CARTRIDGE SIZE
2 MEG

RELEASE DATE
AUGUST

OF PLAYERS
1

ELITE SOCCER

ELITE SOCCER ON GAME BOY!

I'm not really a Game Boy game fan, but if it's a sports game—I have to see it. Everything from the Super NES has been transferred, except some colors ... okay, a lot of colors,





and some of the features are the same. Hook up another Game Boy and play versus with a friend, or enter the World Cup and compete against the very best teams from around the world. Check out the standings during the very first rounds of the World Cup series and see who you have to defeat. Cool animations and game play value bring out the game.



One of the features you can choose is the shootout event. See who's the better player.

F-1 ROC 2 BY SETA



F-1 rocks! This sequel can't get any better. Noticeably, the graphics and sounds have greatly improved. As for the racing aspect, smoother controls allow you to handle your vehicle's turns with perfect precision. Too cool! Start savin' up, gamers!

SUPER NES

86% Iceman

F-1 WORLD CHAMPIONSHIP BY SEGA



I've always liked the racing games on the Sega Genesis, but this CD version had my eyes the entire ride. The cinemas are cool. The first-person perspective is the one thing I liked the most. It's like driving the real thing. Cool sounds. It's a CD after all.

SEGA CD

88% Iceman

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YOUR WITS BETTER BE AS
SHARP AS YOUR DAGGER.

THE LORD OF THE RINGS™

J.R.R. Tolkien's epic saga, The Lord of The Rings™, comes to life on your Super Nintendo Entertainment System. As Bilbo Baggins, you'll join The Fellowship in their quest to find the one ring that has the power to destroy Middle-earth. You'll match your wits, your strength and your cunning against the evil Lord Sauron and his sinister servants.

If you are one of the millions who have read the classic trilogy, or if you're new to The Shire, you'll be captivated by this ultimate fantasy adventure role-playing game. There is nothing like it on earth.

- The largest use of rotoscoping in any SNES game ever produced– thousands of frames of rotoscoped animation.
- Each character has his own unique personality and decision-making skills.
- First action adventure RPG with multi-player real-time combat.
- Friends can join the play or leave the game anytime, without interrupting or restarting.







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ENTRIES MUST BE RECEIVED BY JANUARY 31,1995

Fill out and mail this entry to:
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SPACE CAMP

The Ultimate Space Adventure

If you win the Rebel Assault Contest, you'll be flown to Space Camp to begin training as a Rebel Assault Cadet! You'll learn general astronaut training, lasting between three days and one week.

The things that you will experience at Space Camp will open you up to the fun of learning about space travel and aerospace technology. You'll experience what it's like to be weightless, and what it's like to be involved in a real launch.

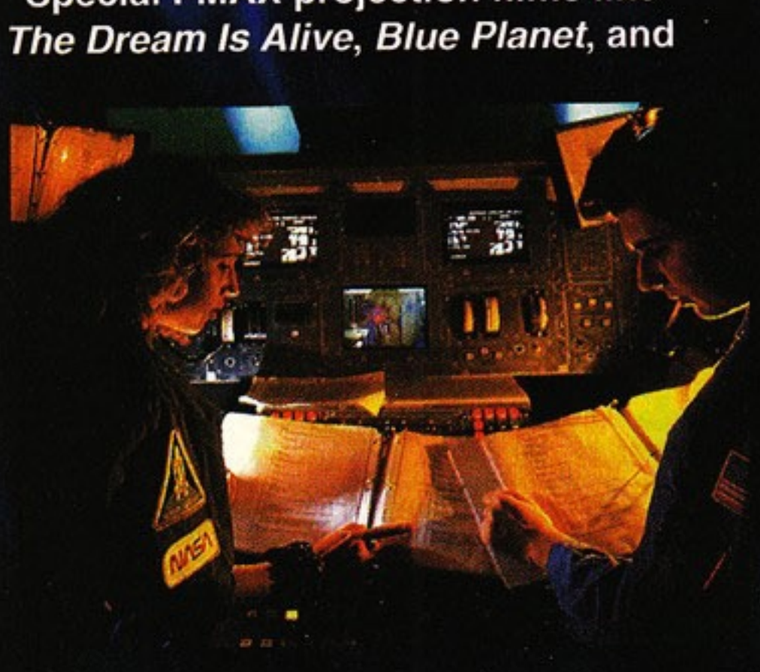


Experience the rush as a member of shuttle crew or mission control.

Level One is a five-day mission for those who are in grades 7-9. You are divided into two, 10 member teams to discover new technology and study environmental topics.

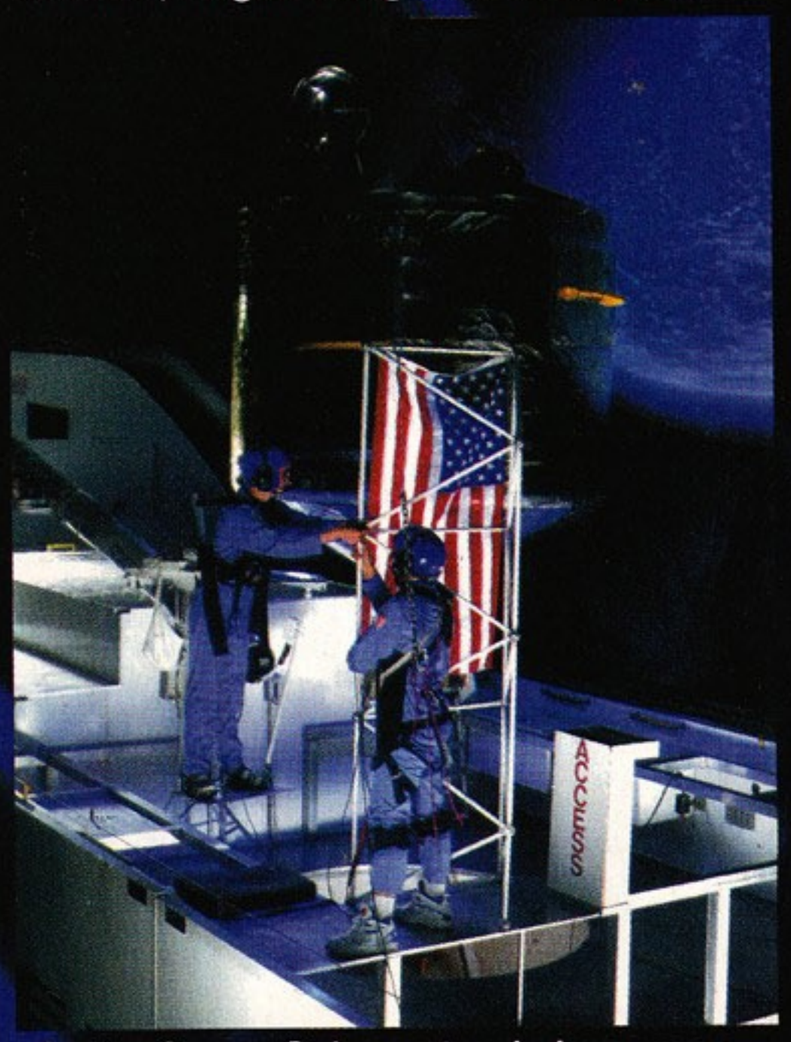
To experience the feeling of weightlessness, you'll use a simulator like the 1/6th Gravity Chair, and the 5 Degrees of Freedom trainer. In a simulated weightless environment, you'll work on the Zero "G" Wall as a mission specialist. Ever capture a satellite? With Extra-Vehicular Activity, you'll get to witness it all hands-on.

Special I-MAX projection films like *The Dream Is Alive*, *Blue Planet*, and *To Fly* will teach you more about a mission into space.



When you've learned how it all runs, it's time to get ready for two missions, using critical teamwork elements to successfully launch, dock with a space station, and return to Earth unharmed.

Level II is an eight day mission for grades 10-12, mixing classroom learning and hands-on training. This level has three tracks of study which students may choose from: Space Science, Engineering, and Aerospace.



In the Space Science track, become a payload specialist, conducting experiments on the shuttle and station simulators. SCUBA training will help you conduct experiments in the "microgravity" of the space station.

The Engineering Track lets you go hands-on to conduct EVAs, and perform a number of tasks using the Zero "G" Wall. Learn robotics, optics, engineering fields, and what it takes to accomplish tasks while in space.

The Aerospace Track focuses on the educational requirements needed for a career in aerospace engineering, shuttle command, shuttle pilot, or aviation professional. Exercises in different Mission Operations and Control Room scenarios will help you become acquainted with the knowledge needed for a career in aerospace.



The Parent & Child program is a three-day mission for ages 7-11 and a parent. In this program, you will learn about the history, present, and future of space flight. Tour NASA facilities, listen to speakers, and experience astronaut simulators.



All three of the above mentioned programs include one thing: the fun of discovering space. No doubt you've seen the shuttle launches on TV, now you can study what allows these to take place, and you can have the pride of knowing what's going on in one of these complicated launches.

At Space Camp, you'll familiarize yourself with the technology and experience to become the world's next astronaut. After experiencing this awesome program, you could prepare for a career in aerospace. The Space Camp program gives you the chance to experience things that you would never get to normally. Space Camp is something you'll remember for a lifetime!

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JVC SEGA CD

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U.S. SPACE CAMP®

TO ENTER–

1) Fill out an EGM Rebel Assault Contest Entry Form or a 3" x 5" card printed with your name, address, telephone number, age AND answers to the entry questions. (See entry form.)

AND Mail it all to:

Rebel Assault Mission Control Center
2121 Broadway, Suite 200
Redwood City, CA 94063

One Grand Prize winner will receive: A trip for 2 to U.S. Space Camp or Space Academy (Level I or Level II or the Parent/Child program depending on the winner's age group). Depending on the winner's age group, the program will last three, five or eight days.

Prize includes: Round trip airfare, U.S. Space Camp housing and meals, and bus shuttle from airport to Space Camp and back.

Estimated Retail Value: $5000.00 per person *Not all Space Academy program elements are available for all age groups. The winner's age will determine which program the winner will embark on.

For a free 28 page booklet about U.S. Space Camp programs, please call 1-800-63-SPACE.

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Name

Address

City, State Zip Code

Telephone Age

Go to your local retailer and see the back of JVC's Star Wars: Rebel Assault package for answers to entry questions.

1) As a Rebel Assault cadet, you will embark on how many missions (levels)? _____

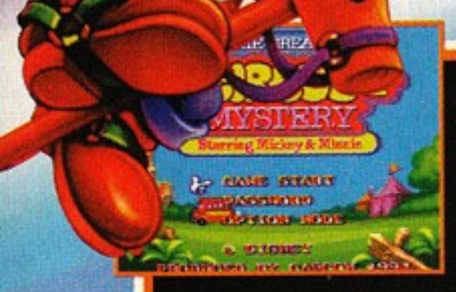
2) As Rookie One, where do you take your first training run? _____

Contest Rules

Mail–in contest only. No purchase necessary. Enter by mailing your completed EGM Rebel Assault Contest Entry form or name and complete address, and contest answers on a 3" x 5" piece of paper to: Rebel Assault Mission Control, 2121 Broadway, Suite 200, Redwood City, CA 94063. Contest runs from September through October 31, 1994. Entries must be postmarked by October 31, 1994. Limited one entry per person. Illegible or incomplete entries will be disqualified. Contest Drawing will be held on November 7, 1994. The Winner will be notified by registered mail and the winner's name will be announced in EGM's January, 1995 issue. Prizes are not transferable. Grand prize winner must complete travel between April and August 1995. Personal expenses, transportation between the winner's home and airport, meals and any taxes and gratuities, if applicable, are the sole responsibility of the winner. Employees of JVC Musical Industries, Inc. and Sendai Publishing, their suppliers and their affiliates and the immediate families of each are not eligible. Judges decisions are final. Contest is open to residents of the U.S. only. Void where prohibited, taxed or restricted by law. Taxes on prizes, if any, are the sole responsibility of the winner. Sponsor not liable for late, lost, postage due or misdirected mail. To request the winner's name, available after November 7, 1994, send a self addressed stamped envelop to: Rebel Assault Mission Control Center, 2121 Broadway, Suite 200, Redwood City, CA 94063. JVC Musical Industries, Inc. reserves the right to cancel this contest at any time with appropriate notice. All federal, state and local laws and regulations apply. Winner's name, likeness and prize information may be used by JVC Musical Industries, Inc. for any advertising or promotional purposes without further compensation. Not sponsored by Sega of America, Inc.

SUPER NES

The Great CIRCUS MYSTERY Starring Mickey & Minnie



FACT FILE
THE GREAT CIRCUS MYSTERY

MANUFACTURER	# OF PLAYERS
CAPCOM	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	7
THEME	**% COMPLETE**
ACTION	95%

THE GOOD

This game has everything that it takes to be a winner. Everything from play to graphics is awesome.

THE BAD

Some players may think that this title is too cute for them.

THE UGLY

This game is too cool to have an ugly. Even the bad guys are cute!

The Great Circus Mystery is a new game by Capcom that stars Mickey and Minnie. The rest of the cast are also present in this all-star presentation. The world's two most famous mice are on their way to the circus when something goes wrong. As they try to piece together what caused the chaos at the circus, they get started on a journey that is more than they bargained for. As they go through the game they will get different suits that will give them special abilities. You can change suits at any given time during the game to get past certain parts.



The mid-Boss juggles fire that he throws at you.



This is the huge Lion Boss. Don't jump on his head when his hair is spinning.

Level 1

Something has happened at the circus and Mickey and Minnie are off on an adventure to find out what caused the commotion.



In your regular outfit you can stomp on enemies, then pick them up and throw them.

Level 2

Now Mickey Is in the jungle and he acquires a new suit that will help him out. It lets him walk on walls and swing on hooks.











Jump on the heads of the snakes to stun them. Then you can climb them.





The Boss of this level is a big monkey. Wait for him to stop rolling then jump on his head.

All Disney characters © The Walt Disney Company.

Level 3



Ride through the mansion shooting pesky ghosts with your cork gun!





If you use your hook on the lamp the whole screen will rotate.



The Vacuum Suit will blow out the candles, then you can step on them.



In this part of the level you will run up, over, and around obstacles.



The Ghost Boss is really easy to beat. Shoot him when he first appears.

Level 4



Much of this level is done under water. Swim from bubble to bubble to avoid losing health.



The Dinosaur Boss will send little creatures after you. Use the cork gun.

Level 5

Now you are in the snow caves. Use the hook to get past the spikes.





The Boss will try to freeze you before he hits you with lightning. Use the vacuum.

SUITS



In the Horsey Suit you can ride and shoot.



In the Safari Suit you can climb and slide.

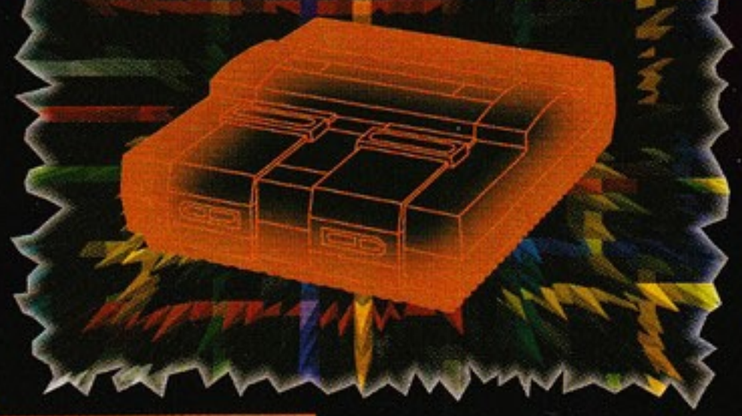




The Vacuum Suit lets you suck up enemies.



In your regular Suit you can throw enemies.





FACT FILE
BEAVIS & BUTT-HEAD

MANUFACTURER	# OF PLAYERS
VIACOM	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	6
THEME	**% COMPLETE**
ACTION	90%

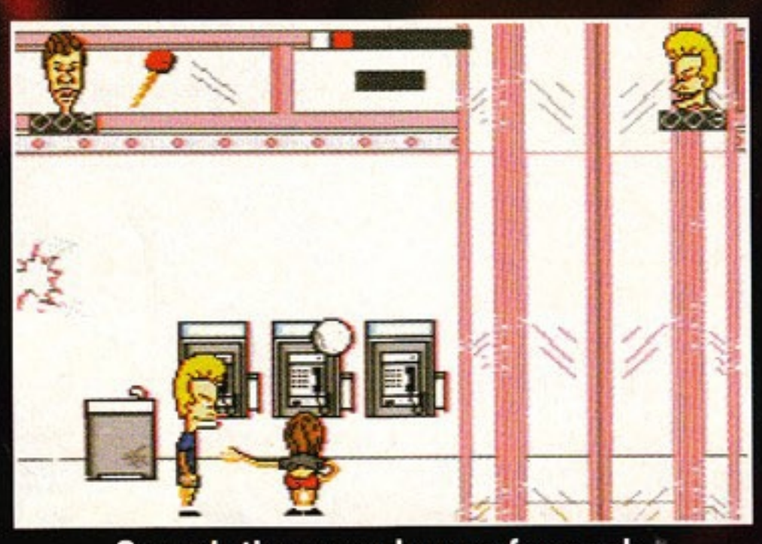
BEAVIS AND BUTT-HEAD™

Beavis and Butt-head are here and they are

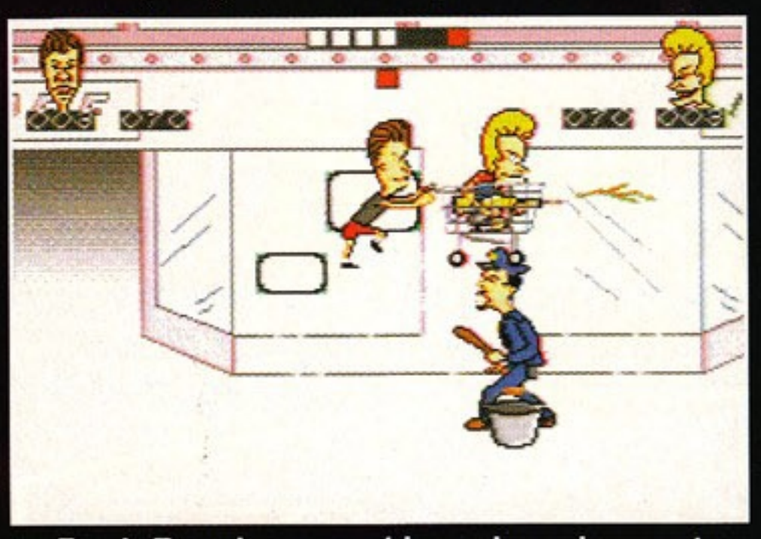


badder than ever! One afternoon while doing what they do best, watching TV, they see that Gwar is coming to their town. Bound and determined to go to the concert, they decide that if they do lots of cool things Gwar will let them into the concert free. They waste no time getting started, either. At the beginning of the game you decide where to go first by changing the TV channels. Once you are there you must keep them alive and evade a lot of different enemies. At the Turbo Mall 2000 you can search for change and then play two different sub-games.





Search the pay phones for cash. Maybe you'll find a quarter or two.



Push Beavis around in a shopping cart while he shoots enemies with grease.

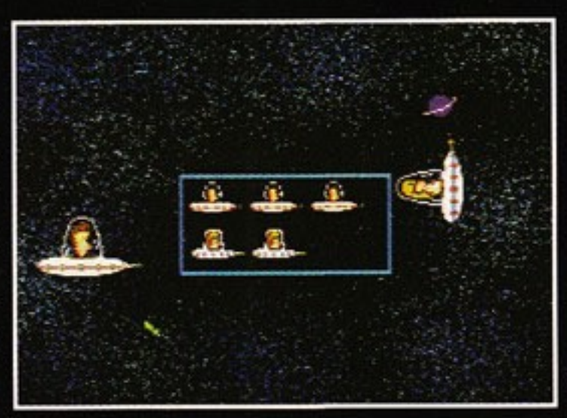
TURBO MALL 2000

When you enter the mall the first challenge you come across is the pet store.



Jump over the dog. You can now grab the bat and do with it what you will.





When you get to the arcade be sure to try out the sub-games. They're fun!



The snakes at the pet store haven't been fed. Don't get eaten!

HIGHLAND HIGH

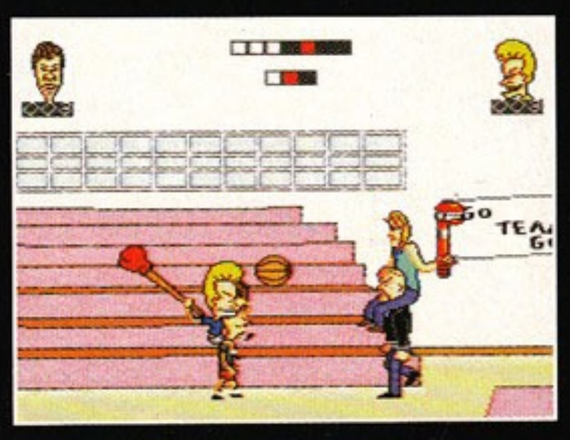
You are now at school—the very best place to wreak havoc! Watch out for the guy kicking lockers open and the skateboarders.



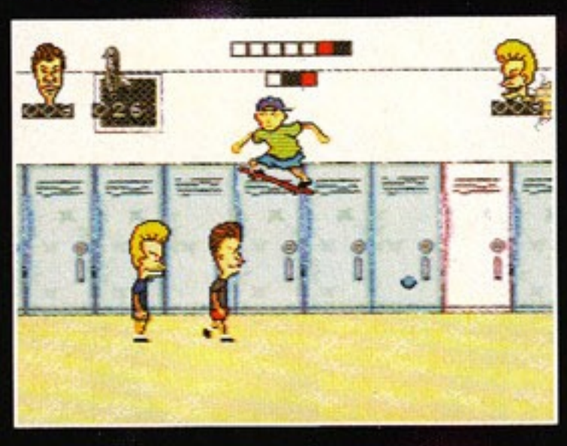
Have a little fun by turning around and slapping Beavis!



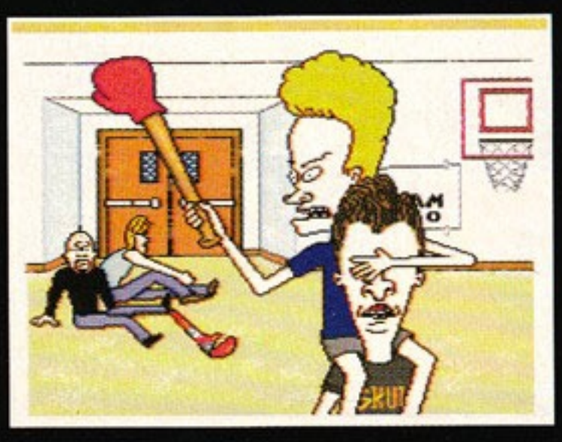
You can pick up a gun and shoot the enemies that pop up out of nowhere.



Pick a Chicken Fight with these two guys at the end of a level.



Watch out for all the guys on skateboards. They move fast!

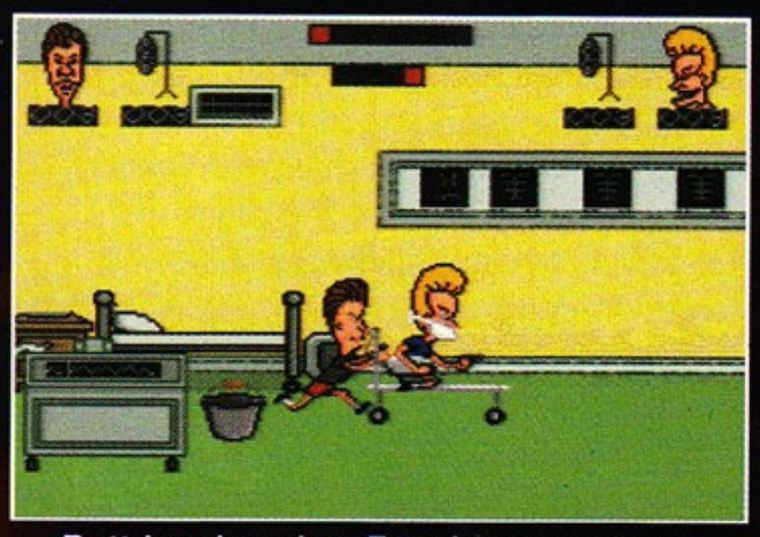


After the fight, go back to the house to choose another level.

© and ™ 1993 MTV.

HOSPITAL

At the hospital Beavis and Butt-head are bound to get into more mischief. Search the vending machines for change.

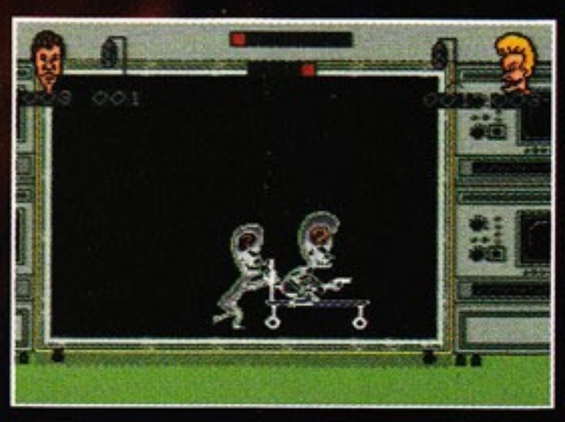


Butt-head pushes Beavis on a gurney. Pick up I.V. bags to get ammo.





Jump from lamp to lamp but don't fall onto an operating table.



They really don't have a clue! Just look at the X-ray!

ON THE STREETS

Run around the town doing cool stuff and cause as much trouble as possible.



At the end of this level you have to battle the crazy nurse.



Use the bat to take out the shopping cart and the big dog.



The dogs on this level are everywhere! Be sure to avoid them.





Here you have to jump from clothesline to clothesline to dodge the mutts!

First the sewer lid flies off and then an alligator comes out to get you.

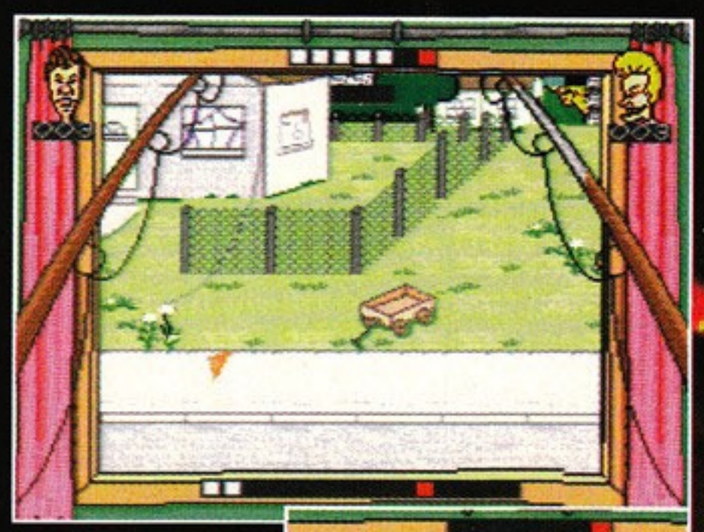




As if avoiding the enemies weren't enough, you also have to watch out for rakes!

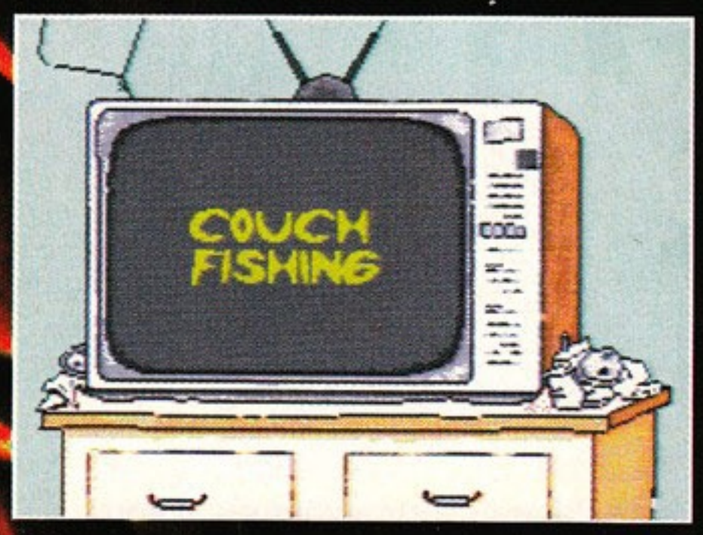
COUCH FISHING!

After every level you can choose to play a level of Couch Fishing. Move your hook around to try to catch things like cheeseburgers and ice cream cones. Just try not to catch the old lady or the dog.





Remember, when you Couch Fish you must avoid the old lady and the dog.



THE GOOD

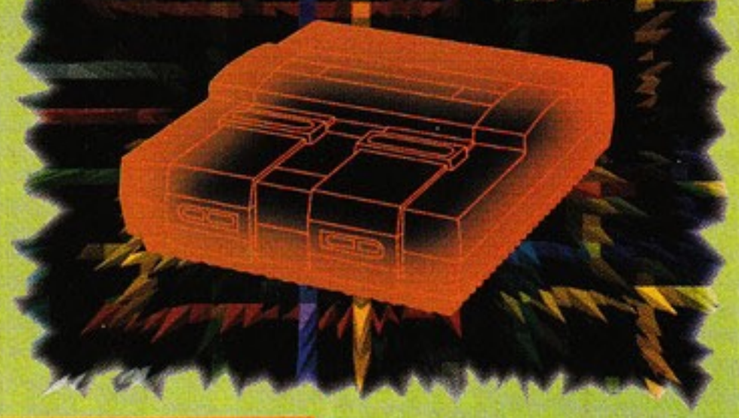
Fans of the show will enjoy the chance to play as the popular pair.

THE BAD

This game is full of cheap hits that you just can't avoid.

THE UGLY

Okay, one cheap hit I can deal with, but when one pushes you into another it becomes really annoying.





FACT FILE

PAC-MAN 2

MANUFACTURER	# OF PLAYERS
NAMCO	1
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	4
THEME	**% COMPLETE**
PUZZLE/RPG	80%

Here we have a truly unique video game. Pac-Man 2 definitely changes the way a normal game is played. The game is played in third-person perspective. You don't actually "control" Pac-Man, instead you guide him through a bunch of different levels. Plus you can even get him to fly a hang glider, ride in a mining cart, and go skateboarding. When Pac-Man is really happy he'll listen to every order given and try to do them to the best of his abilities. But if he is unhappy or sad, he won't do a darn thing you tell him. Once that happens, you must find him some food or something for him to look at that will make him happy. The ghosts are all over the place. However, power pellets are scattered everywhere for you to eat in order to stop the ghosts. There are tons of different animations that Pac-Man will perform. I guarantee you that 98 percent of the animations will make you laugh.

PAC-MAN 2
THE NEW ADVENTURES





This evil Ghost witch is behind all the troubles you encounter. She gets really mad every time you defeat the ghosts and tries even harder the next time to totally trip up Pac-Man's plans to save Pac-Land!



You will find guides like this that will instruct you on how to control new things like a hang glider.



The original Pac-Man game that was so popular in 1980 now can be played again in its nostalgic form. Everything remains the same, including graphics, sound effects, and those stupid ghosts.



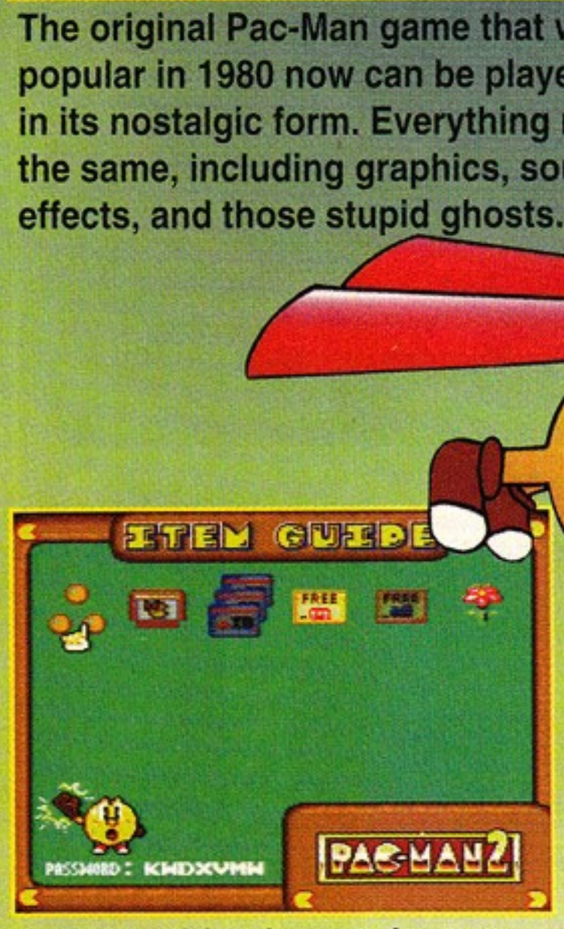
The original Ms. Pac-Man which came out in 1982, was a mega success as a sequel. It can also be played in its true form, but you have to earn the right to play it by finding the three parts of the cartridge.



The game control is very weird. You make Pac-Man move around by shooting things with a slingshot. That draws his attention to it. Or, you press Y and a direction and he will look that way. To help you understand, Pac-Man will teach you in the beginning.



This is the entire Pac-Man world. You can't go everywhere at once, but you will earn passes to move on.



This is your item guide. Pac-Man gives a little explanation for everything in your inventory. If you pause for too long, Pac-Man gets mad.

THE GOOD

This game has so many funny animations, you'll laugh until your side hurts or til the ghosties get to you.

THE BAD

You can get frustrated very easily. If Pac gets mad, he won't follow your instructions.

THE UGLY

Watching the poor, hungry alley cat beat the bloody #@*! out Pac-Man for his hot dog.



First things first. Ms. Pac-Man tells you that the baby is still hungry. Go out and find Pac-Baby a bottle and some milk to feed his empty stomach.



Leave Pac-Man's house and walk to the right. You will see a milk bottle that you just can't reach.



Shoot the raven with your slingshot to scare it away. The raven then flies at Pac-Man, scaring him, but also knocking the bottle off for Pac to grab.



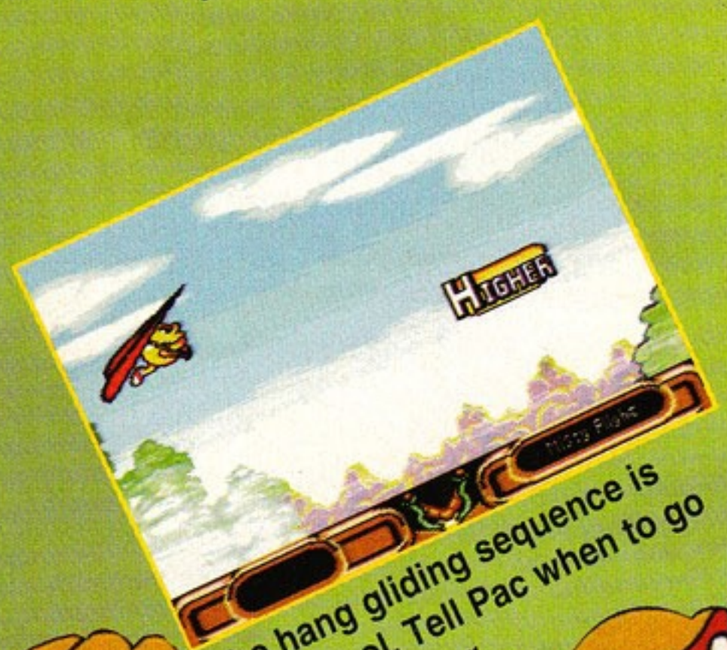
After the raven leaves, pick up the bottle and go by the cow. Pac-Man will fill up the bottle and you can return home.



The next thing you must do is to go to the mountain and pick Lucy (Pac-Man, Jr.'s friend) a flower for her birthday.



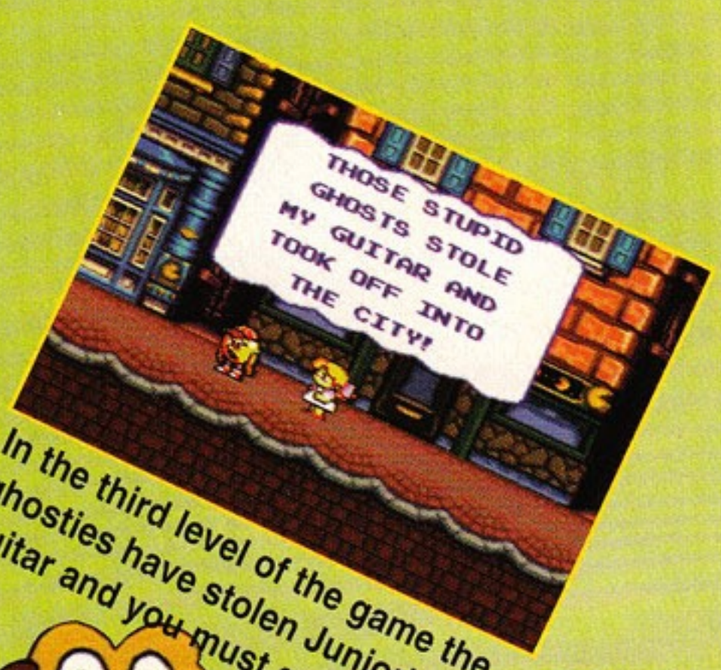
With the ropeway pass that Ms. Pac-Man gives you, go to the mountain and find Lucy's precious flower.



The hang gliding sequence is really cool. Tell Pac when to go higher or lower.



There will often be ropes you must climb to go elsewhere. Just have Pac-Man look up at the ropes to make him climb.



In the third level of the game the ghosties have stolen Junior's guitar and you must get it back.



If you find this flower on the mountain, you are guaranteed to make Lucy one happy little girl.



Pac-Man is pretty scared of hang gliding. You must see to it that he gets on that glider. If Pac-Man is too scared or depressed, he won't fly. When you get here, make sure he is very happy.



So many ropes to choose from. Some give you items while some make you fall a level.



BUBSY II

THE ORIGINAL BOBCAT



The original Bubsy game was very successful and remains a Nintendo classic today.





In Bubsy the Bobcat's first adventure, Claws Encounters of the Furred Kind, our Bobcat was pitted against every kind of enemy that you could think of! Now Bubsy's back and ready for more action!

TWO-PLAYER FUN!





Two players can team up on this one with a style reminiscent of Sonic 2.





Using the warp loop is a great way to get out of any stage without having to reset all of your record so far.

Bubsy must defeat all the stages in each floor to activate the portal which leads to the floor guardian.



THE GOOD

This game has many in-depth levels as well as bonus levels, adding to the replay value.

THE BAD

Bubsy's life meter could have been a little more accurate than just being a picture of his mug.

THE UGLY

That Bubsy jingle that plays in the beginning! Arrrrgggh!

BUBSY'S BODACIOUS ATTACKS!

JUMP



Stomp on all of your enemies from above!

GLIDE



Use the glide technique if Bubsy falls too fast.

BUBSY RAGE



Bubsy becomes furious after hitting an enemy.

SPONGE GUN



Attack from a distance with a sponge gun!

BONUS GAMES!

FROGS FOR LAUNCH





Launch frogs into the pool below with help from Bubsy's instant launch-o-matic.

IN THE LINE OF TIRE





Help this poor armadillo roll through the truck without getting squashed!

OH, A SHOOTIN' WE WILL GO





Shooting stages have been included as a nice break from the side-scrolling action.

STOCK UP ON THEM ITEMS!



It is important to stock up on items. You never know what you may need during the game!

Many times when a sequel is released to a popular title—whether it be a book, a movie, or a video game—it often fails to recapture the excitement of the original. Bubsy II is not the case. The sequel to our bobcat's Claws Encounters of the Furred Kind, Bubsy continues his adventures on the Super NES with some new tricks, while retaining much of the original fun. Bubsy II is divided up by floors, with many stages and a guardian per floor. Two players can compete in this one in much the same way as Sonic 2. Evil dudes beware, the bobcat is back!



FACT FILE

BUBSY II

MANUFACTURER	# OF PLAYERS
ACCOLADE	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	30
THEME	% COMPLETE
ACTION	100%





Don't stare too long at the beautiful backgrounds here or else Bubsy will become very impatient.

HAMALOT

Floor Boss



At the end of the east wing on the first floor, Bubsy must battle a giant pig Boss. Jump on his helmet to defeat him or else he'll try to pin you against the ceiling!



Be sure to search everywhere! There are tons of special items and hidden games to be found!





Although complex levels are a plus to any game, it's also easier to become lost!

If you remember that there is a way to get to any hidden room or item you see, you'll soon be rewarded!





The only thing that these enemy statues will display is their shame after you defeat the final Boss!



Whoa! That was too close! Take your time or else this might happen to you.

THE DARK SIDE OF THE TOMB







Poor Bubsy's going to be sore in the morning! Fortunately the fire pits don't hurt our bobcat.



The tomb is filled with traps just to keep you on your toes. One false step, though, and it's bye, bye Bubsy!





As soon as you see this snake-like statue, jump for it! Otherwise you'll be in for a swim.



If you happen to see a lion head, give it a push and it may open up to reveal a secret wall close by!



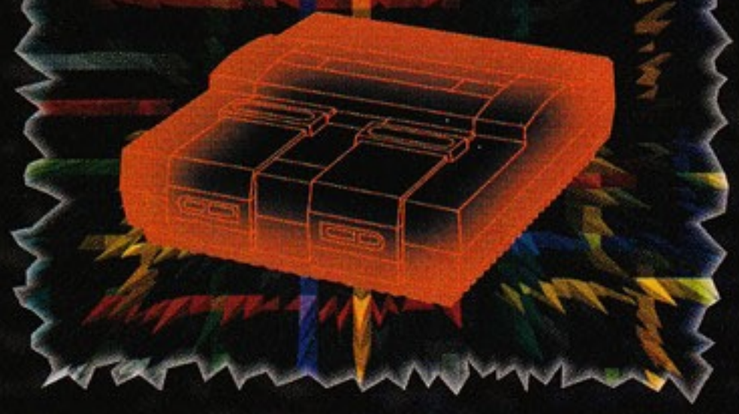


Although it may be tempting, don't follow all the streams of water to see where they go!









R·Type III
The Third Lightning



FACT FILE

R-TYPE III

MANUFACTURER	# OF PLAYERS
JALECO	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	AUGUST
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	N/A
THEME	**% COMPLETE**
SHOOTER	90%

R-Type III The Third Lightning is finally coming to the States courtesy of the folks at Jaleco. In this installment of the popular series, you will witness awesome sound effects, intense graphics, and some totally unbelievable Mode 7 scenes! This shooter has everything you could ask for and a whole lot more. Now you can equip your ship with three different types of force pods, giving you more choices than ever before. Each pod is unique and different from one another when powered up. There is also a sound test so you can here the great sounds without the enemies.

THE GOOD

This is the perfect shooter! The graphics and sounds along with the guns and game play make this great.

THE BAD

This game, like all good shooters, is very challenging and a little hard—maybe a little too hard.

THE UGLY

Since the game plays so well, you have nothing and no one to blame but yourself when you die!



ROUND

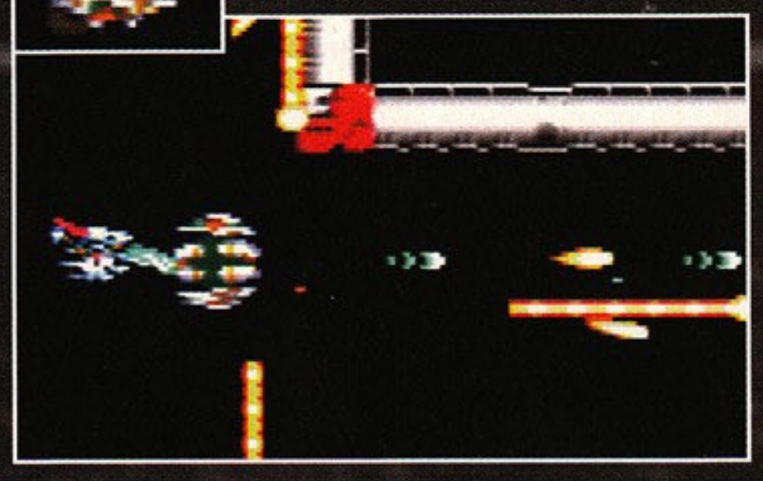




These guys come out of the background very quickly. Have a blast ready for them.



SHADOW



Level 1

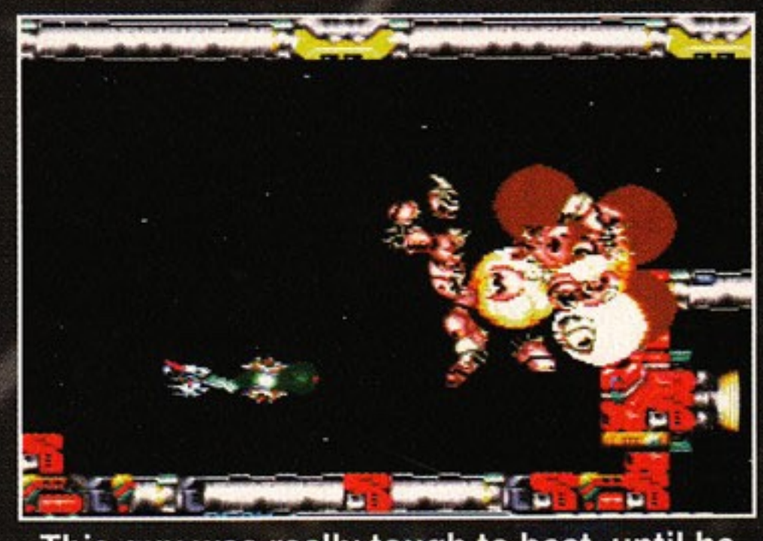


When the station starts to spin be alert for the huge laser from the middle.



CYCLONE

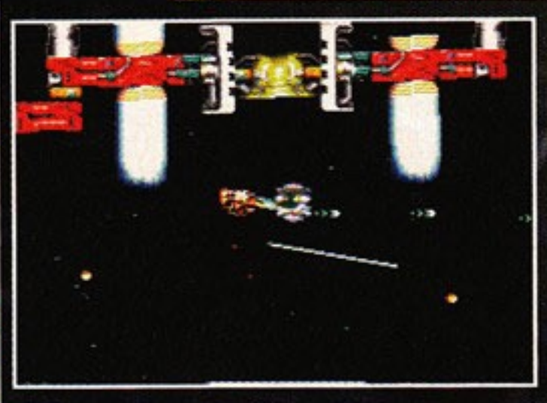




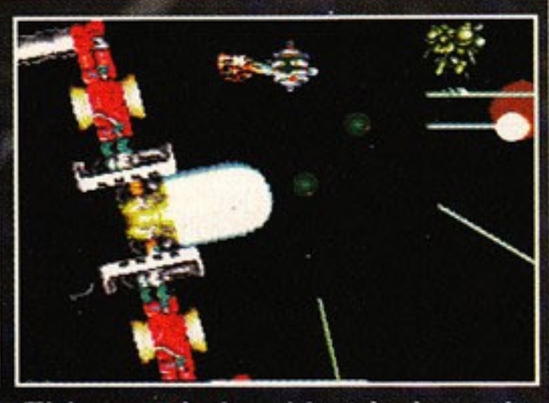
This guy was really tough to beat, until he forgot to look where he was going!



The space station you are flying through uses thrusters to spin.



This part is hard but it doesn't last very long. Try to hold out long enough to get through it.





Charge up a hyper blast to hit the Boss when he gets close to you.

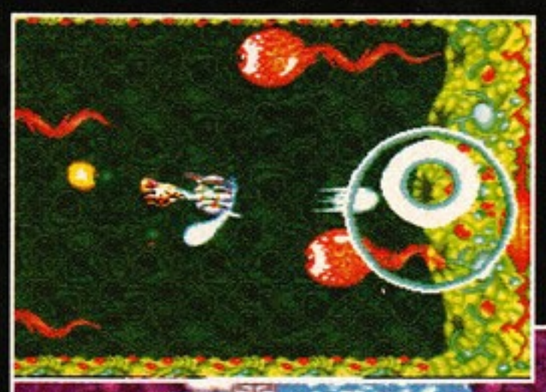
When you come up through the floor have a hyper beam ready.



Level 2

There is not much room to move around in this level so keep your movements very precise.





The Boss can only be hit when its eye is open.



Level 3



The enemies are everywhere and the action is really intense!



Use your pods to hit the Boss when it jumps off of the walls.



This level scrolls both horizontally and vertically making it really tough on you.



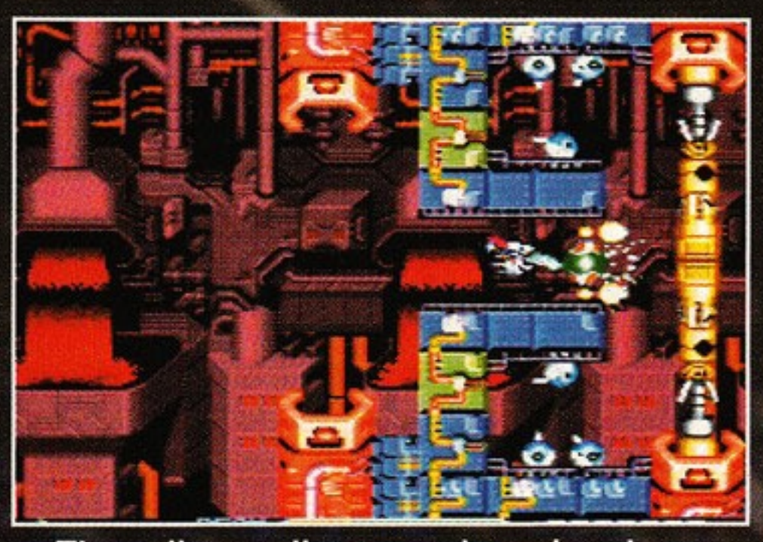


Going up at this part of the level is challenging, and a little tense.

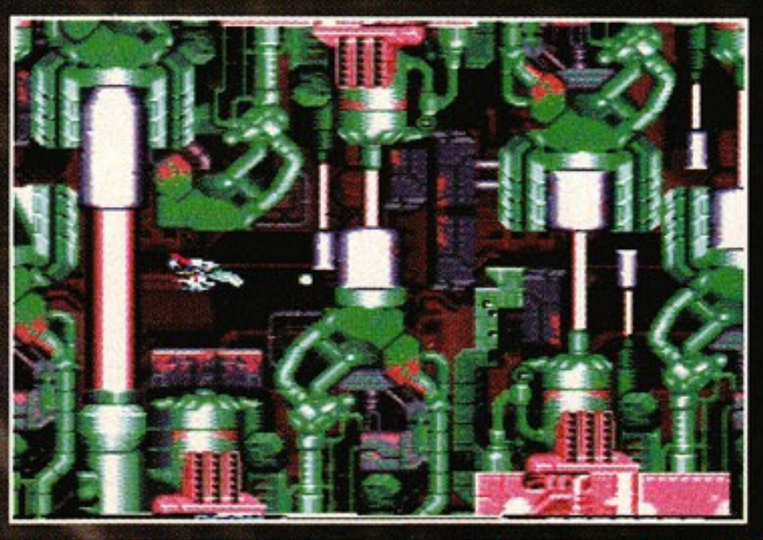


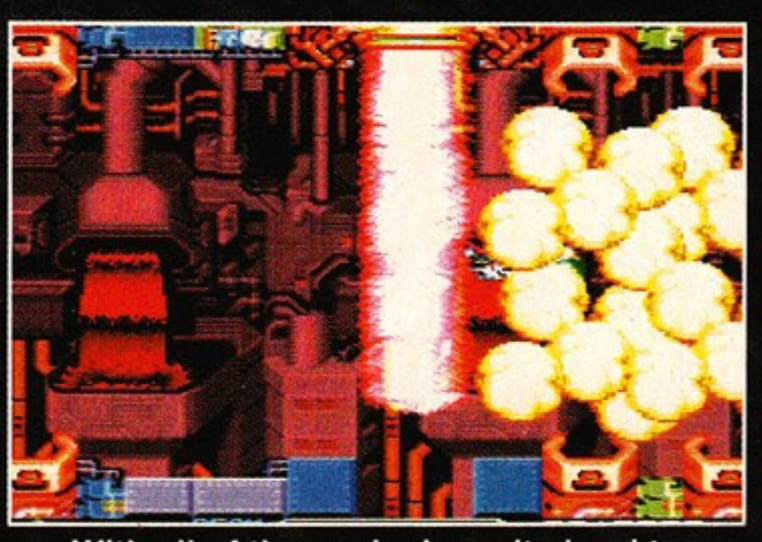
Again the passage-ways are really tight so hold it steady and you'll be okay.

Level 4



The yellow walls come slamming down in front of you very fast.

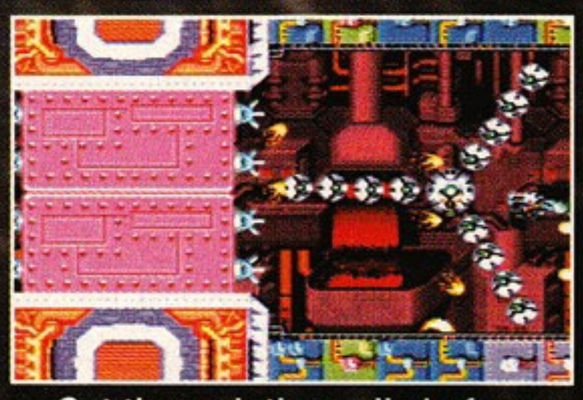




With all of the explosions, its hard to keep track of what's up.



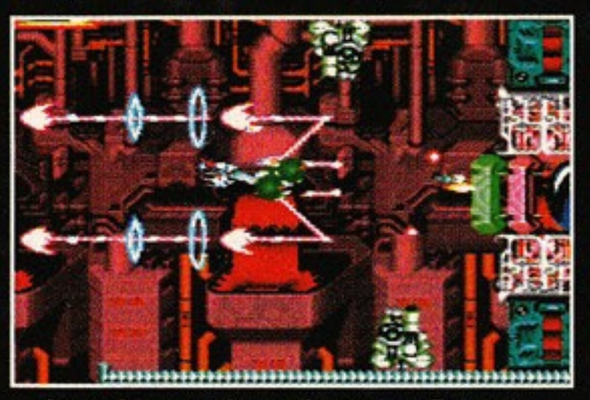
Don't go too fast or you'll get caught in the yellow doors.



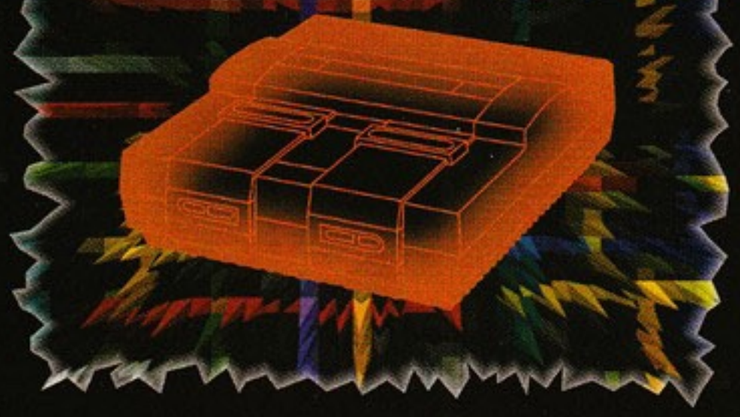
Get through the walls before they shut you out.



This is the hardest part. Learn the pattern of the lasers.



Just keep shooting the Boss—he'll die eventually.

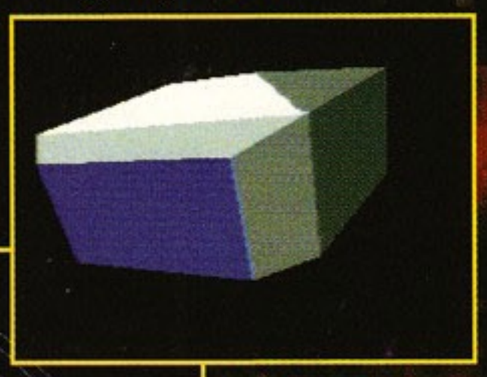


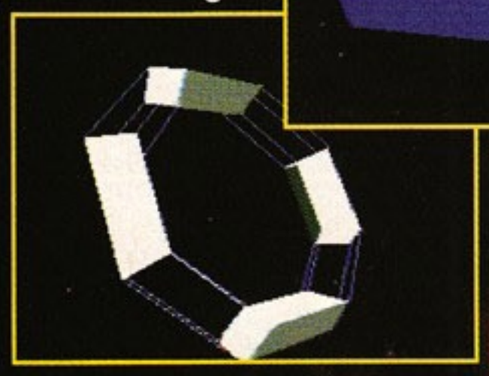


ENTER THESE

ELEVATOR

Your MBS will be elevated to another level in the stage.





PORTAL

Your MBS will be transported to another sector.



FACT FILE

VORTEX

MANUFACTURER	# OF PLAYERS
ELECTROBRAIN	1
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG + SFX CHIP	10
THEME	**% COMPLETE**
SIMULATION	98%

HELP FROM OTHERS



DEFENSE DROID



THIS WILL ASSIST YOU

One of these is found on each planet, and they are programmed to help the MBS. When you find a defense unit, it will follow your ship and attack nearby enemies.

ITEMS

There are various items that you can pick up. Note that these can only be obtained when in the Walker Mode.



BONUS CONTAINER



ENERGY BALL



INNER CORE SEGMENT



OUTER CORE SEGMENT



PASS DISK



TRIANGULAR KEY



TRIANGULAR LOCK



BOMBER



COPTER



DIPOD



GUN TURRET



PATROL



STUKER

FOES

Be on the lookout for these alien baddies. OOH! They're so bad!



VORTEX

Barbarians from the Aki-Do system have stormed the Deoberon Capital of Trantor via an Interdimensional Vortex, and have seized control of the capital city, Trantor, and the powerful AI Core that defends the peaceful Deoberon world. Unable to destroy the AI intelligence, the dreaded Black Troop Generals removed the Core from its housing and hid the four data banks and the central Core on their own heavily defended wasteland planets. It's up to you, as the pilot of a robot (known only as "Morphing Battle System") to reclaim these data banks and restore the AI Core. Use your extraordinary transforming abilities that allow you to become a Sonic Jet, a Landburner, a Walker, or a Hard Shell to compensate for the varying terrains of the planets, from the frigid Cryston, to the scorching Magmemo. You will combat the Black Troop's vicious guardians with your vast array of rockets, cannons, lasers, and missiles. Even if you are skilled enough to reclaim the data banks, you must return through the dimensional gateway to Trantor, to face the Black Troop Master in the most brutal battle ever!



BATTLE SYSTEMS OF THE MBS

WALKER
The main MBS shape. It's designed for exploration and defense.



SONIC JET
A jet aircraft that allows the MBS to fly to areas that are inaccessible.



LAND BURNER
A low-wheeled car capable of very high speeds, making it hard to control.



HARD SHELL
A defensive weapon, damage is taken through fuel tanks and not shields.



THE GOOD
Cool transformations into the many forms add a lot of variety to this science fiction game.

THE BAD
At times it's hard to make out where an enemy is because of all the polygons.

THE UGLY
Switching between the different Transformation Modes is a bit confusing. It should have been easier.



Lt. Dante, who pilots the mother ship, will drop you off in an enemy-infested area.

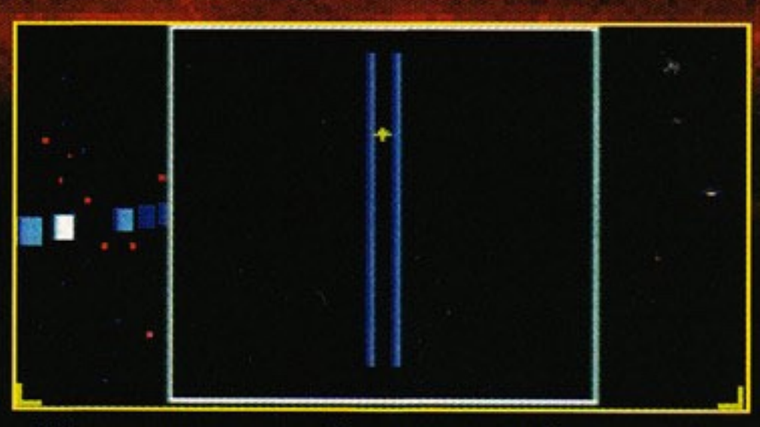




Be careful not to let enemies get too close. It's hard to dodge their shots.



Use your targeting system and lock on to an enemy. Fire your missiles when ready.



When you pause the game, a view screen appears to show how far in the level you are.



If you don't destroy an enemy early, they'll gang up on you—then you're in trouble.

LOOK OUT! THERE'S A BIG, BAD, MEAN BOSS AHEAD!



Hey look! There's a big and ugly Boss far off in the distance. You better watch out!



Transform into the Hard Shell Mode and use the super-powerful electrobomb!

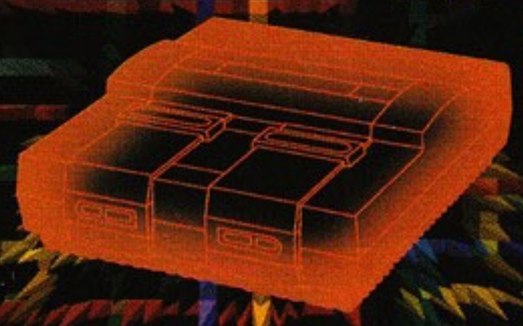


Unload all your missiles on the Boss and spray him with all you can muster!

ENEMY OVERLOAD AND SOME BAD PILOTING CAN COST YOU YOUR LIFE!



SUPER NES



FIRETEAM ROGUE

FACT FILE
FIRE TEAM ROGUE

MANUFACTURER	# OF PLAYERS
ACCOLADE	1
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	N/A
THEME	**% COMPLETE**
ACTION/PUZZLE	50%

THE GOOD

This game has some very serious potential. Its rich background story keeps you gripped to the very end.

THE BAD

This version of the game is very early, still it's difficult to form a bad opinion.

THE UGLY

After becoming familiar with the FTR universe, you may loose touch with all of us here on planet Earth!

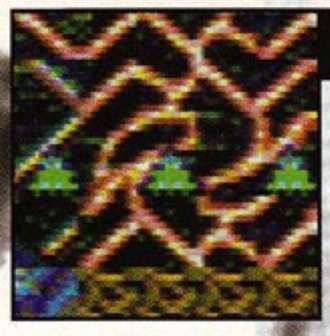
Enter the realm of the Spiral Arm where a millennia ago, a dedicated band of five outcast heroes called FireTeam Rouge are all that stand between the evil Umbran empire and its diabolical plans for the Dark Talis of Kangor Thrang—the ultimate weapon of destruction.

The FireTeam Rouge genre deals heavily with the use of the technology derivative of the Talis, a crystal from the Spiral Arm. A gift from the Anari, ancient beings who have seemingly vanished from known space, Talis technology is simple to use, but varied in its almost infinite applications.

Talis technology is seen in everyday life, providing simple services such as lighting a room. However, this technology may be used for the creation of weaponry as well. It is this technology which forged the Dark Talis of Kangor Thrang, a most destructive weapon FTR must protect.

MEET THE TEAM





Life Power

Collect the small green shards to restore power to your life bar.

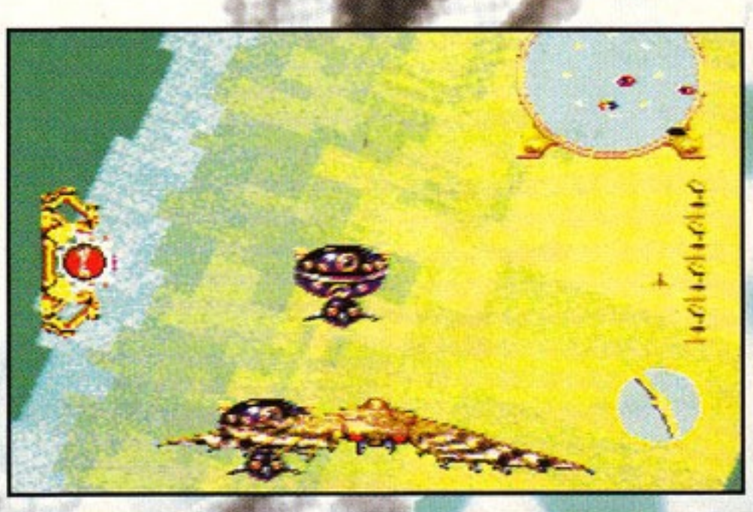


Weapon Power

These grant you improved weapons with varied powers and ranges.

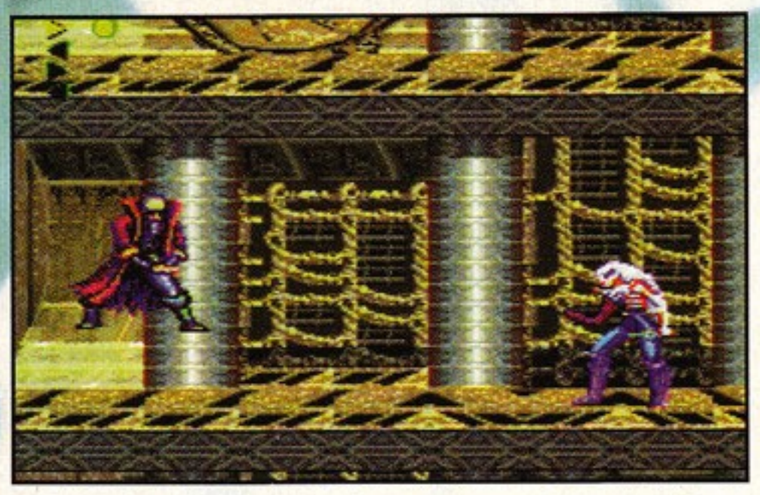
FOUR DIFFERENT QUESTS

Each character starts with his/her own adventure.

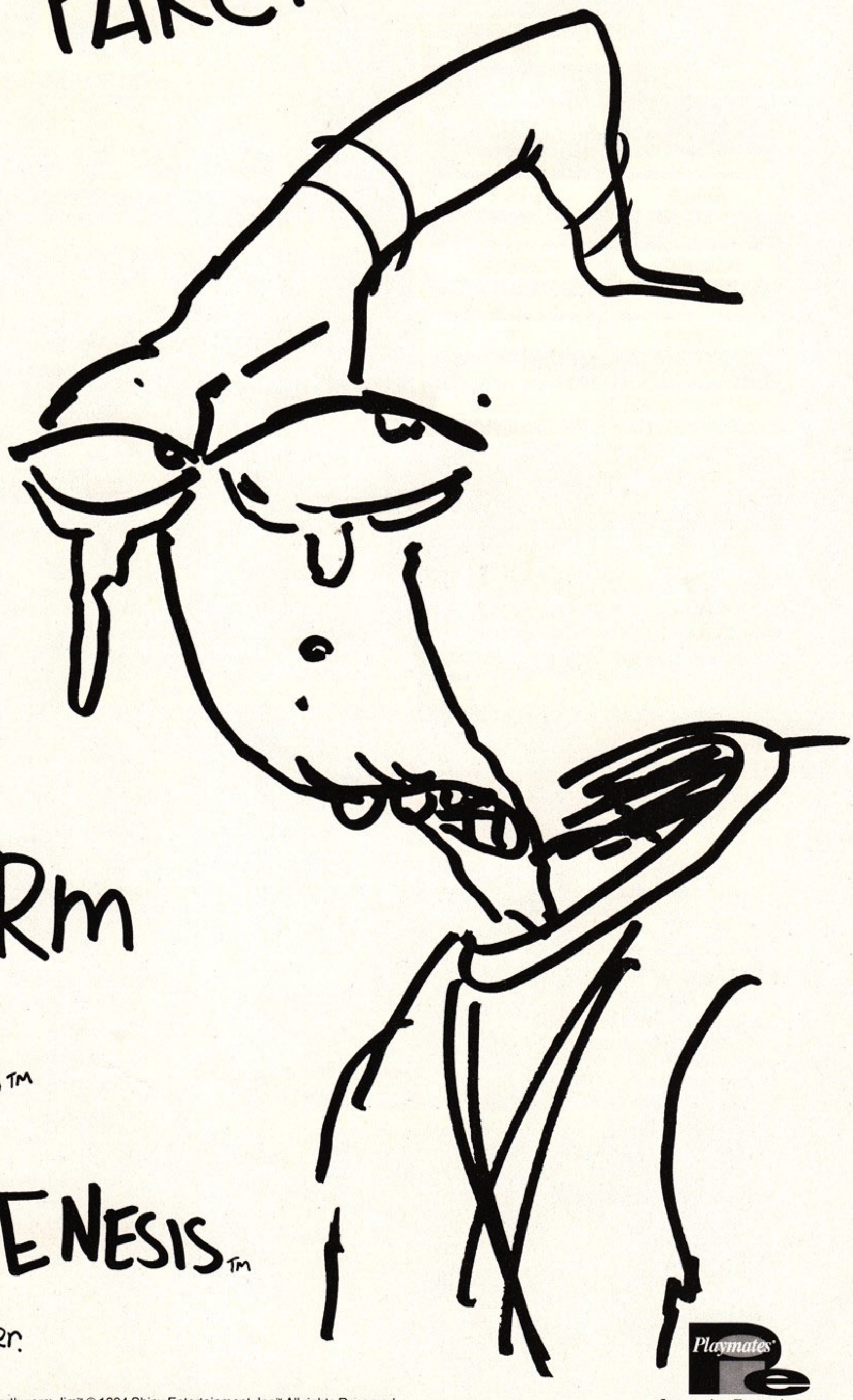








PSY-CROW KILLED HIS PARENTS.



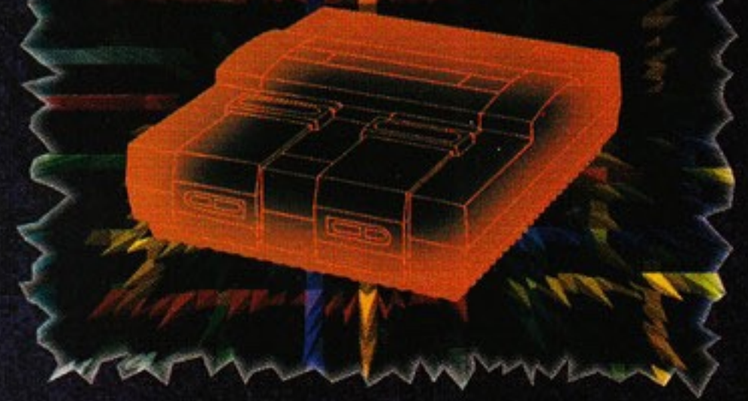
EarthWORM JIM™

SNES® • GENESIS™

Coming In October.

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Playmates Interactive Entertainment





STONE PROTECTORS



FACT FILE
STONE PROTECTORS

MANUFACTURER	# OF PLAYERS
KEMCO	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	10
THEME	**% COMPLETE**
FIGHTING/ACTION	70%





There are many cinematic screens hidden throughout the game, including the metamorphosis of the Stone Protectors!

MOVES AND TECHNIQUES



THE GOOD

A wide variety of attacks, weapons, and special moves plus two-player action keep this game interesting.

THE BAD

Many times, if the enemy hits you, you'll take an additional three or four hits before you fall.

THE UGLY

Watching the enemy get shot point-blank in the face with your bazooka.

INTRODUCING THE STONE PROTECTORS!

CHESTER



Chester is the strong man of the group.

Special: Swiss Army Knife

MAXWELL



Maxwell can fly in his in-line skates.

Special: Twin Swords

CORNELIUS



Cornelius is a bad martial arts master.

Special: Sharp Sword

ANGUS



This Army dude carries a bazooka!

Special: Hand gun







Special items are everywhere!

CLIFFORD



Clifford always has a trick up his sleeve.

Special: Plunger

LEVEL 1: IN THE SNOWY MOUNTAINS









Straight from the popular TV show and into your living room comes the Stone Protectors! One of the great crystals has been stolen from the crystal palace by none other than the evil lord Zok. Now it is up to that magically transformed rock group (a.k.a. the Stone Protectors) to get the crystal back. This game plays very similar to classic action fighting games, such as the TMNT and Final Fight series, with tons of attacks and combos to learn. Fans of the series will recognize the story line. Join the fab team of five as they try to thwart Zok and Zink's plans to control the world!

BOSS: ZOK



At the end of Level 1, Zok will charge at you with his giant battle axe. Simply avoid his axe swings to enter the cave.

SOON: MORPHINOMENAL VIDEO GAMES

Morph into action when the number one Fox television show and the number one toy line in America become all new video games for your Game Boy,® coming in July, and Super Nintendo Entertainment System,® coming in September.

The Game Boy® cart features all five Power Rangers™ and Super Game Boy® compatibility.



The Super NES® cart features five teenagers who morph into Power Rangers™ in this 16 meg side scrolling action adventure game. Then a secret code magically transforms your game into a one-on-one fighting game. Two Player Simultaneous!

Video games this exciting can only be called "Morphinomenal."





MIGHTY MORPHIN POWER RANGERS™



fox kids network

SABAN ENTERTAINMENT

BANDAI® AMERICA

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SUPER NES

CIVILIZATION

Civilization is a strategy game that puts you in the age of 4,000 B.C. Create a brand new civilization starting from the ground. You are given two sets of settlers and are expected to build an entire empire out of it. That is no easy task! You have a little over 6,000 years to try and accomplish one of three things. World domination: build your empire and destroy the rest of the world. Space Exploration: be the first one to build a spacecraft and successfully land on Alpha Centuri. stand the test of time: Survive the 6,000 years without being taken over by a possibly more powerful enemy. This game will appease anybody who loves strategy games and will challenge even those who think they can rule.

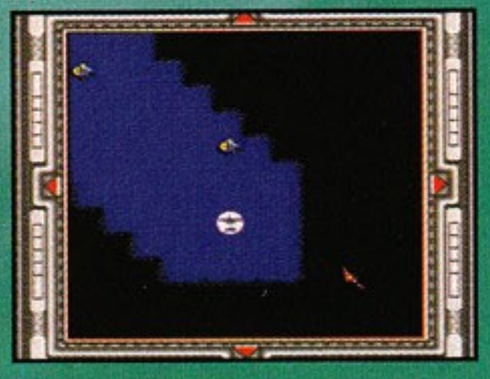




Once you have established a couple cities, have your people make some military units so you can explore your continent (right). Once you have the technology to build ships, use it to explore other continents and get a general idea of your enemies' territories. Land some military units and have them explore the land area of your enemies.









There are tons of different options that you use to control the events of the game. The ones I have pictured are the View Option which allows you to see your city, the Jump Option which allows you to jump to any city you own, and the Production Option which is where you control what items a particular city is producing.

You start out with two settlers. Use them to irrigate land and make your first cities. The first city you build will be your capital. Keep your capital off the shore and put it on a river to avoid enemy attacks later on.





Attack your enemies when you have enough troops built up and when you can make ships like the frigate or ironclad. Make sure you can last in a war with your enemies or you'll be open for an attack.



Your scientists will discover new technologies all the time. The cool part is, you get to choose what new advances they'll discover. You can even steal or trade technologies with your enemies.

THE GOOD

This game sets a standard on how much fun strategy games are to play.

THE BAD

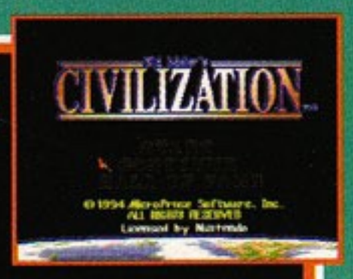
Civilization is so addictive, you won't want to eat, sleep, or do anything which makes you leave the TV.

THE UGLY

Things will get pretty ugly when you lose your job because you're home playing this game.

FACT FILE

CIVILIZATION



MANUFACTURER	# OF PLAYERS
MICROPROSE	1
DIFFICULTY	**AVAILABLE**
HARD	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	N/A
THEME	**% COMPLETE**
STRATEGY	95%

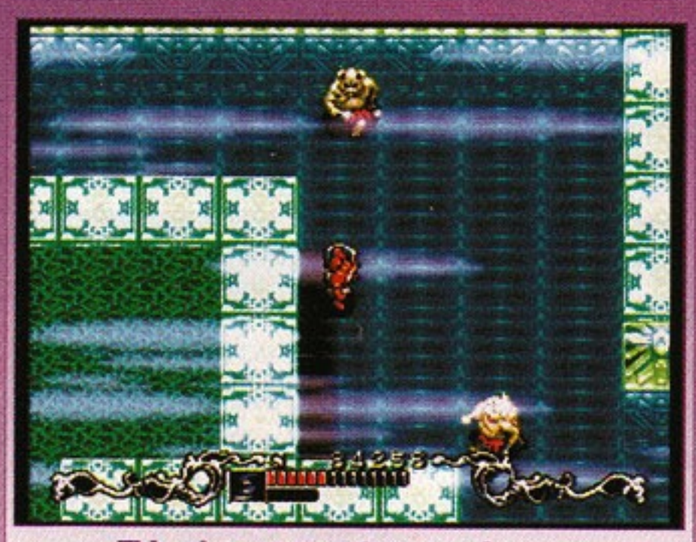
BEWARE!

FROM THE CREATORS OF THE 7TH SAGA...

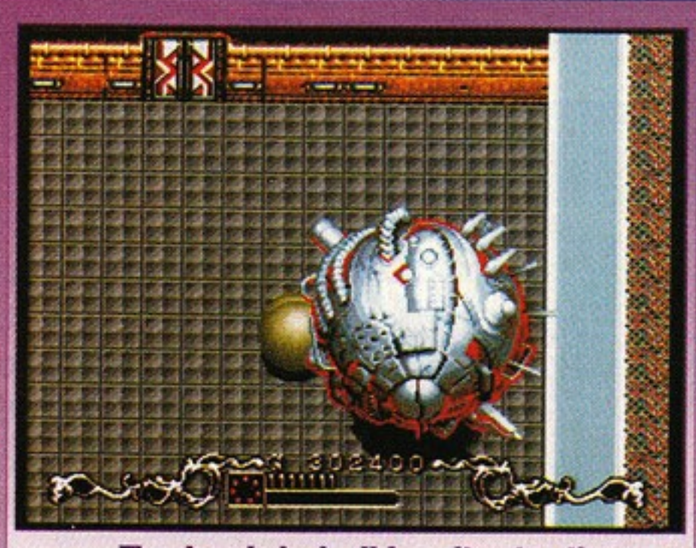
BRAIN LORD



Strange visions crowd my mind...
Reality or Dream?



This place seems to go on forever.
There must be a way out...



The door is locked! I can't get out!
I guess this is it...Do or DIE time!

My father is dead. Everyone thought he was crazy. I didn't.

He believed that long ago, men rode the skies on the backs of dragons. They were called Dragon Warriors. Now, all the dragons have vanished. My father spent his lifetime searching for dragons...a life spent in vain. Now, I am the only descendant left. It is up to me to find the missing dragons.

ENIX

SUPER NINTENDO ENTERTAINMENT SYSTEM

They say only the gifted can unlock the secrets of the many mazes that lie before me. "If you don't go crazy, you'll go insane." Whatever that means. It has been thousands of years since anyone has seen the dragons. I doubt I will live that long. I have a scrap of paper someone placed in my pack. I wish I knew who left it. Only one line is written: "Are you a Brain Lord?"

I hope so...

ENIX AMERICA CORPORATION • 2679 - 151st Place Northeast • Redmond, Washington 98052-5522



Flight 005 of Global Airways, enroute to Athens, Greece from Montreal, Canada, was commandeered by the forces of Abdul Bazarre, General and lifelong president of the Bintazi People's Republic. All passengers on that flight are now considered hostages of Bazarre and the Republic, and are being used in forced negotiations to get prisoners from the Republic in Germany and France released. This, of course, makes some people rather upset, hence Operation Thunderbolt: rescue the hostages.



OPERATION THUNDERBOLT



FACT FILE
OPERATION THUNDERBOLT

MANUFACTURER	# OF PLAYERS
TAITO	1 OR 2
DIFFICULTY	**AVAILABLE**
DIFFICULT	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	8
THEME	**% COMPLETE**
SHOOTER	90%

STAGE ONE: COLLECT INTELLIGENCE



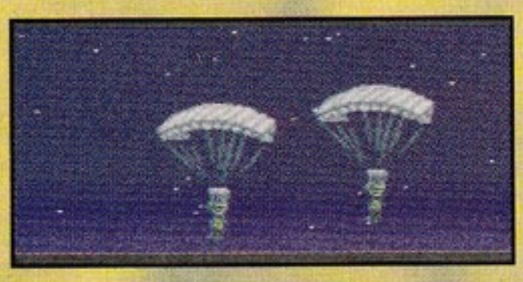
Run through an enemy base, kerblasting the grunts as they come by. This one's easy—just collect all the icons and power-ups that come by and you're set.



Monitor your meters. Displayed here are your ammunition stores as well as your life meter.



Are you ready for the intense action ahead? Check out the cool cinemas between certain areas.



STAGE TWO: LOCATE AMMO/TRANSPORTATION



Jog along, toting your weapon, filling your opponents full of lead. Unfortunately, every so often they get down to business with a tank or other large weapon.



Select your method of destruction. This cart is compatible with the Super NES Mouse and Super Scope 6, as well as the controller.



Choose from several characters, each dedicated to following the orders of the commanding officer of the Operation Thunderbolt team.



STAGE THREE: PROCEED TO THE HQ



Hop in a boat and take off on your way to the HQ. Things get serious with a variety of war machines between you and your goal. Avoid the missiles if you can!

Shoot down the wooden boxes to collect more icons for weapons/health.



THE GOOD

I like the idea of being able to choose from a selection of different grunts. Nice touch.

THE BAD

It seems that the firefights are way too overdone. Sure, I can survive a couple direct missile hits. Not!

THE UGLY

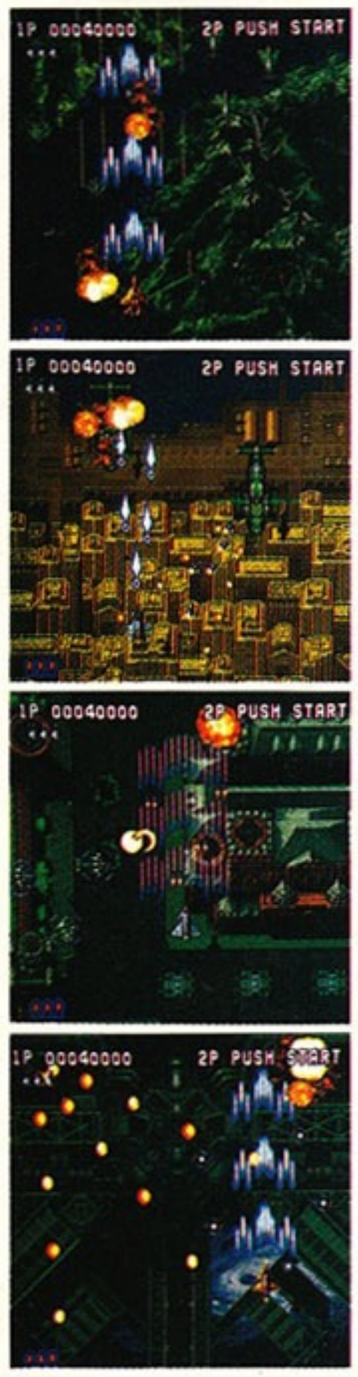
It's not a pretty sight when you've taken five or 10 too many grenade hits. Can you say, "GAME OVER"?

SMASH ARCADE HIT!!!

COMING THIS FALL



- 8 DIFFERENT FIGHTER PILOTS AND AIRCRAFT TO CHOOSE FROM
- 4 LEVELS OF POWER-UPS
- AWESOME SPECIAL WEAPONS
- BEAT 3 DIFFERENT FINAL BOSSES
- FIND HIDDEN SPECIAL BONUS STAGES
- EXPLORE 12 POSSIBLE ENDINGS
- UNIQUE 2P JOIN-IN FEATURE



AERO FIGHTERS



F-18 U.S.A.
ARTILLERY
SNAKE NAPALM
SPECIAL WEAPON
F.A.E

BLASTER KEATON



FSX JAPAN
ARTILLERY
NINJA MISSILE
SPECIAL WEAPON
NINJA BEAM

HI-EN



AJ-37 SWEDEN
ARTILLERY
METAL STORM
SPECIAL WEAPON
THOR HAMMER

KOHFUL THE VIKING



AV-8 U.K.
ARTILLERY
CROSS MISSILE
SPECIAL WEAPON
SUPPORTING BOMBER

VILLIAM SID PRIDE



F-14 U.S.A.
ARTILLERY
PHOENIX MISSILE
SPECIAL WEAPON
TOMAHAWK

KEITH BISHOP



F-15 JAPAN
ARTILLERY
GULL-LASER
SPECIAL WEAPON
E•WAVE

MAO-MAO



JAS-39 SWEDEN
ARTILLERY
FLOAT MINE
SPECIAL WEAPON
GRAND NAPALM

TEE BEE-10



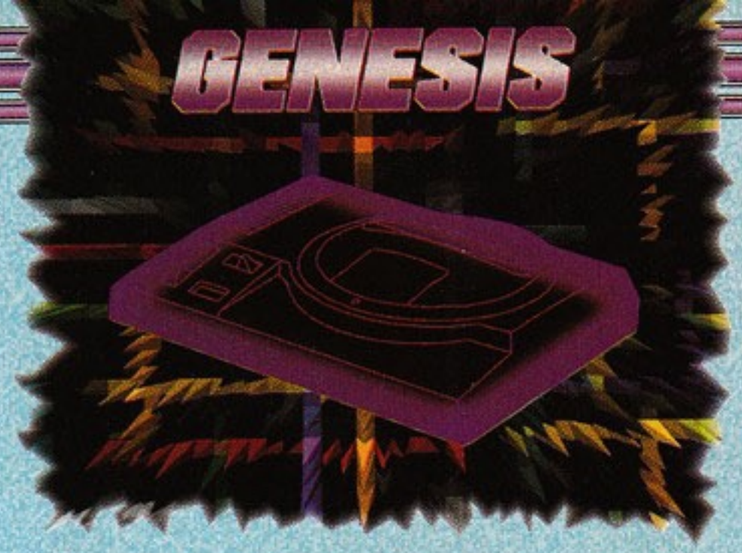
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SUPER NINTENDO ENTERTAINMENT SYSTEM



Play as Sonic...





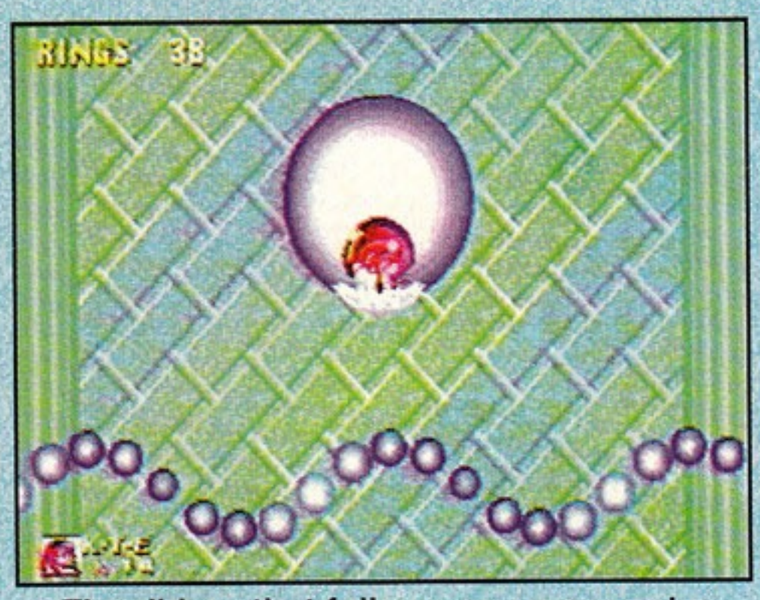
Play as Knuckles...





Bonus Stage

In typical Sonic tradition, the Bonus Stages here are unique and completely different from each other. You must rotate around the spheres and try to launch yourself onto the higher spheres. Your main obstacle is a flexing ribbon that follows you throughout the stage. If it hits Sonic or Knuckles, the Bonus Stage is over.



The ribbon that follows you moves at a brisk clip so you can't take any rest stops.







FACT FILE
SONIC & KNUCKLES

MANUFACTURER	# OF PLAYERS
SEGA	N/A
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	N/A
THEME	**% COMPLETE**
ACTION	70%



Sonic's back and this time, he has brought along someone new for the trip: Knuckles. Sonic & Knuckles is the latest action game starring our familiar friend. As reported back in the June 1994 issue of *EGM*, Sonic & Knuckles is the add-on cart that plugs in-between the Sonic 3 cartridge and the Genesis. This activates more levels and features that weren't found in the previous cartridge. The most noticeable feature is that you can play as Knuckles the Echidna. What's an Echidna you ask? It's an egg-laying mammal with a shiny coat, slender snout, and a sticky tongue for catching insects. Sounds like a cool mascot to me! Anyway, Sonic & Knuckles features all new levels and new techniques like Knuckles' gliding and wall climbing abilities. Plus, Sonic still has his blistering speed and spin-dash abilities.

There are also new items to interact with throughout the game, such as a manual crank to climb up ledges and flower umbrellas that allow you to float to the ground safely. All this and more add up to yet another exciting adventure in the world of Sonic the Hedgehog. This add-on cartridge should breathe some new life into the Sonic genre.





Mushroom Hill Zone

The adventure begins in the land known as the Mushroom Hill Zone. Here is where Sonic and/or Knuckles can see what the levels have in store for them. Practice Knuckles' high-flyin' gliding technique and his wall-climbing skills. Of course, what Sonic game would be complete without 360 degree loops? The most interesting part of this level is the weather control station that constantly alters the environment from a warm, summer setting to a frosty winter environment. Dare to be different, I guess.



Bounce on enemies in the traditional style to destroy their mech suits.



Knuckles uses the mechanical lift to reach new heights in this large stage.



Robotnik is back! Bash his machine while jumping over the spikes in the columns.



There are many secret passageways that unveil themselves in odd ways.

New Techniques



Not only is Knuckles a cool, new character, but he has some abilities that Sonic could only dream of. Try his wall climb or glide technique to explore new areas.



Sonic blazes through the loop with the style and finesse that made him famous.

THE GOOD

Knuckles is a nice addition to the game and has some cool techniques to break up the monotony.

THE BAD

It's more Sonic. Again.

THE UGLY

Dr. Robotnik. Hasn't this guy had enough by now?



Once you finish the level, jump on the button to set your animal buddies free.



Here's a look at the Flying Battery Zone. Take to the skies for another battle.

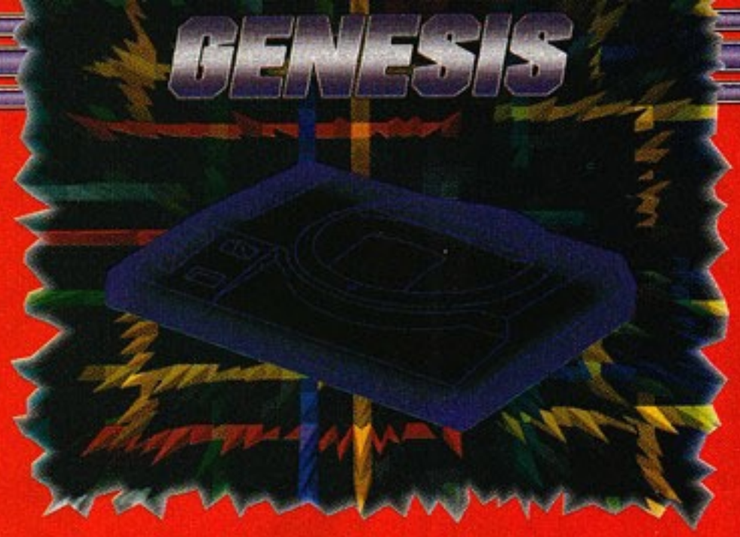
32X

GENESIS 32X

WELCOME TO THE NEXT LEVEL™

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SEGA™



SPARKSTER

ROCKET KNIGHT ADVENTURES 2



FACT FILE

SPARKSTER

MANUFACTURER	# OF PLAYERS
KONAMI	1
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	8
THEME	**% COMPLETE**
ACTION	50%

Our little buddy Sparkster is back again on the Sega Genesis format. In this sequel, Rocket Knight Adventures 2, Sparkster is fighting against lizards instead of pigs. Other than that, this game still has the familiar Sparkster feel to it. You must use your agility and spin attack to plow your way through various stages fighting anything from machinery to monster trees. In order to dominate the game, you must use a combination of quick wits and ingenuity, because some of the Mid-Bosses require certain attacks to kill them. Sparkster includes some very good animation and cool-looking enemies. If you were a fan of the original Rocket Knight Adventures, play this sequel, and you won't be disappointed. Be warned, it's addictive!



SPARKSTER'S ATTACKS!



Use the roll attack to defeat charging enemies. It definitely comes in handy when cornered!

When facing multiple enemies, use this charge attack to plow through a number of nasties.



The sword is the basic attack of Sparkster, but can be used in almost any situation!





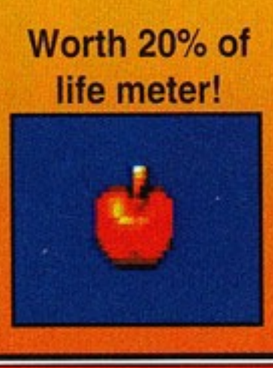
After picking up the fire icon, you receive the fire sword, which is more powerful than the sword.

POWER-UP ICONS!

Sparkster's adventures can be made much easier by finding and utilizing these power-up icons scattered throughout the levels.



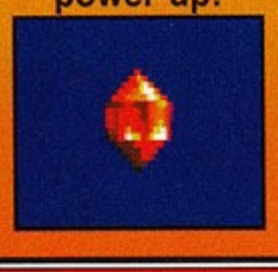
Worth 20% of life meter!





Powers up your sword!

Worth a power-up!





10 gems equal one red!

Powers up your rocket!



THE NASTIES



These quick lizards emerge out of rocks and other places, so stay on your toes!

This is the lizard's mean machine. It takes quite a few hits to destroy it!





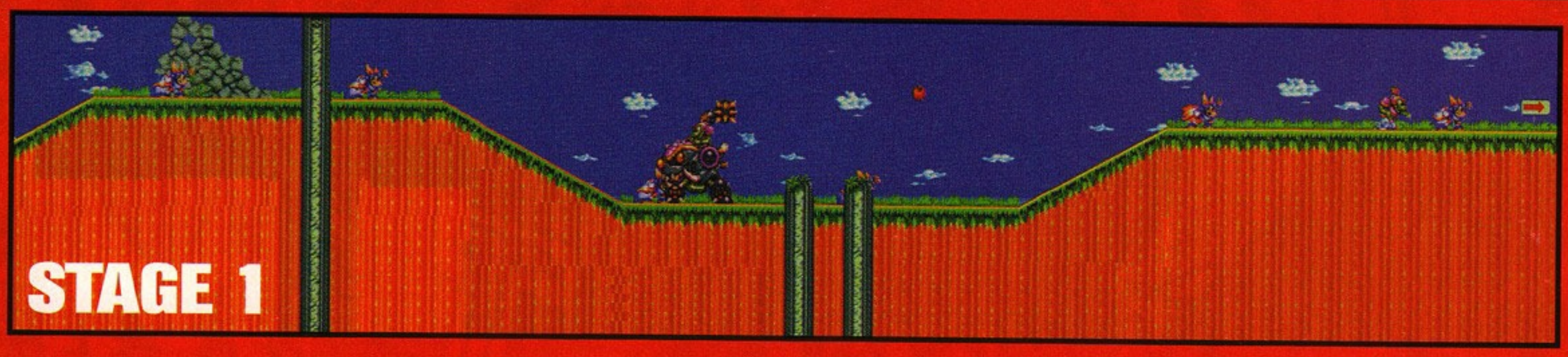
EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...





Take a look at the first Rocket Knight Adventure on the top. Whoa! Deja Vu! Konami kept our little Sparkster looking the same in the sequel. The game even controls the same. Take a look for yourself and see!





Watch out for your lizard foes popping out of the rocks and attacking you!



Use your dash abilities to search the skies for valuable gems and power-ups!



To beat these annoying robots, you must use your spin attack quite a few times!

STAGE 2



The conveyer belt spews bombs and debris, so watch your step!



Spin attack the knob to open doors to various areas!



Pay attention to these signs to know where to venture next!



To pass through this machine you must dismantle it!

STAGE 3



The vines come at you from any angle, so use your agility!



Dash at the lizards in the carts before they throw their bombs!



The purple slime stops you from dashing, so shake it off!



Bop Mr. Tree in the nose when his arms are outstretched.

STAGE 3 BOSS

In order to kill this Boss, you must use the blanket the little critters are holding for you. When the Boss spins, he is invincible. You must wait until he's stationary and hit him on his head. When he's hit, he might release power-ups, such as apples, meat, etc. Good luck with this Boss, he's a tough one!



THE GOOD

The game has definite replay value. The graphics and sounds are clean.

THE BAD

What's with the mandatory hits?! I can't stand being hit with vines from every angle!

THE UGLY

Purple slime that sticks to your back! If you try to shake it off, you get more stuck to you! Frustrating!



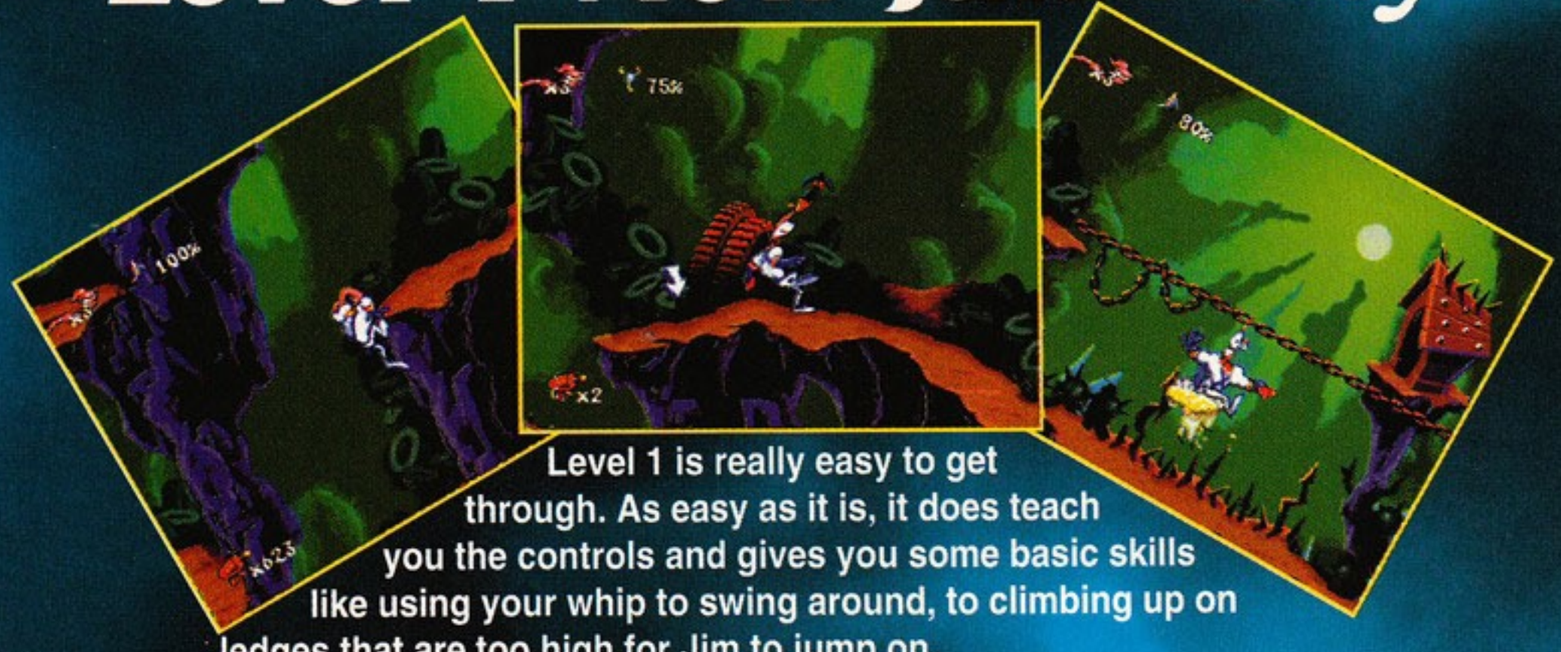
EARTHWORM JIM™

A worm is hiding in his hole, trying to escape a hungry crow. Wondering if it is safe for him to come out, he sticks his head out. He looks left and right, unaware of a suit falling from the sky. By the time the worm sees the suit coming, it is too late to get out of the way. The suit lands on top of him, completely covering his body. A strange interaction of the worm's flesh and the suit's particles creates a mutation of the worm's body and brain, transforming him into "Earthworm Jim." The suit has come from a battle in space where Psy-Crow is trying to retrieve a stolen suit. Amidst the chaos, the suit gets lost and falls to Earth. Psy-Crow goes to Earth and sees Jim and the suit, and thus begins the chase.



Find these continue icons all around the game. If you touch one, you can continue from that point should you die. So, either find these icons or don't die through the entire game!

Level 1-New Junk City



Level 1 is really easy to get through. As easy as it is, it does teach you the controls and gives you some basic skills like using your whip to swing around, to climbing up on ledges that are too high for Jim to jump on.



You will find this moosehead in the first level. Use your whip to grab onto his antler, swing up to an unreachable ledge, and find a hidden area chock full of items.





This is the Boss of Level 1. He'll spit fish at you while a magnet drops crates and horns on you. Whip the crates onto the spring to launch them up at your foe.



Your trusty gun will always be at your side. However, ammunition will not! Your ammo supplies drop pretty rapidly. There is, fortunately, lots of ammo lying around. Make sure you grab all of it.



Earthworm Jim has many different animations when he stands still. They're all hilarious.



EARTHWORM JIM™ PRESS START OPTIONS

FACT FILE
EARTHWORM JIM

MANUFACTURER	# OF PLAYERS
PLAYMATES	1
DIFFICULTY	**AVAILABLE**
MODERATE	SEPTEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	20
THEME	**% COMPLETE**
ACTION	80%



Use these pulleys to jump up to the ledge and receive some of your super-powered gun blasts.



You must use superior whipping skills in order to get this column of spikes.



Sometimes, you must use your whip for things other than killing and swinging.





This fire trail is hot on your heels. Run as fast as you can and jump at the top to avoid being licked by the fire.



Take these hives out first because the bees that come out are nasty and can drain your life fast.





The bonus game pits you against Psy-Crow in a fierce race to get out of the hole first.



Here you must defeat this chicken-thing while falling. If you look in the corner, you'll see that Prof. Monkey Head is watching intently as you fall and fight.



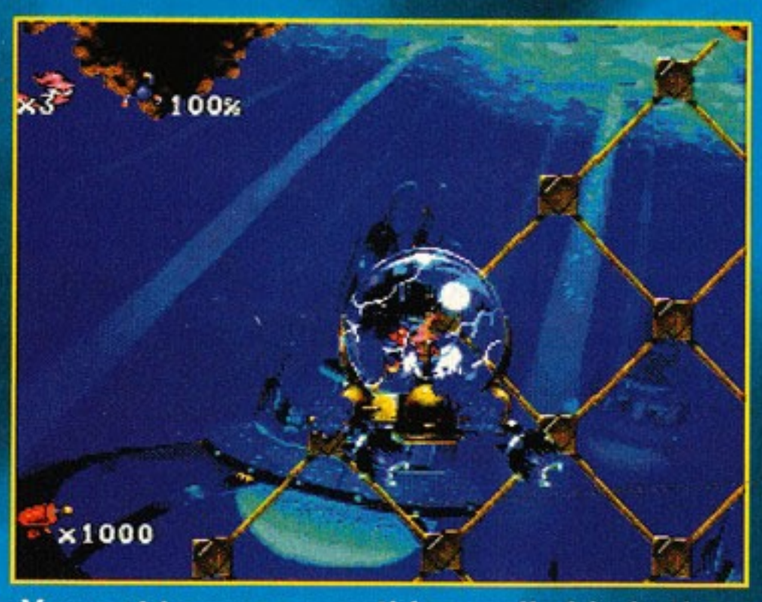
Here you will have to battle this snot monster while bungee diving. The idea is to snap his bungee cord be fore he snaps yours. Wear his cord down by pushing him into the wall. Beware though, for the snot monster will be doing the same thing.

When you run on this gem, that causes it to rise, allowing you to get higher up in the level.





Using this option, you can float so you don't fall quite as fast and control your fall.



You get to maneuver this small ship in the sea tunnel level. You must drive the ship from one dock to the next. It is a lot tougher than it may sound. If you run into too many walls, you're ship will crack and eventually break open.





This rather attractive ant is Princess What's Her Name. She is the twin sister of Queen Pulsating, Bloated, Festering, Malformed, Slug-for-a-butt. You must rescue her to save the day. Once you do, she'll be calling you her hero! Is that something to look forward to, or what?!

THE GOOD

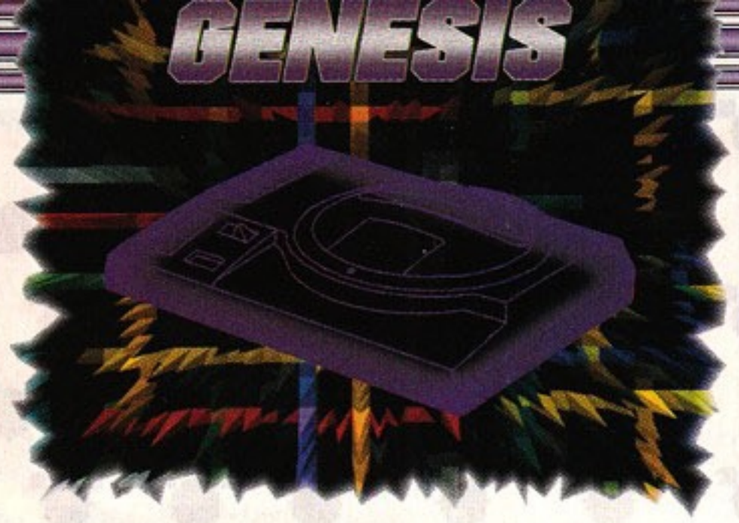
This game has superb animation, sound, and is just overall fun to play.

THE BAD

The game is only half completed, the bad being I wasn't able to play more of the game.

THE UGLY

Watching poor Jim's head fry when his suit explodes.



MICKEY MANIA

FACT FILE

MICKEY MANIA

MANUFACTURER	# OF PLAYERS
SONY IMAGESOFT	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	25
THEME	**% COMPLETE**
ACTION	85%

THE GOOD

The best-looking Genesis game yet, and just about the most fun to play as well!

THE BAD

Not a whole lot of icons to choose from here—you can pick up four, but that's about all you need.

THE UGLY

The onslaught of games half as good as this. If they all looked like this, Nintendo'd be out of business!

ICONS

There are only four power-ups in the game which are all listed below.



Marbles These are your principle weapons of choice.



Rocket This one really makes the level easier.



Mouseketeer This gives you an extra life to utilize.



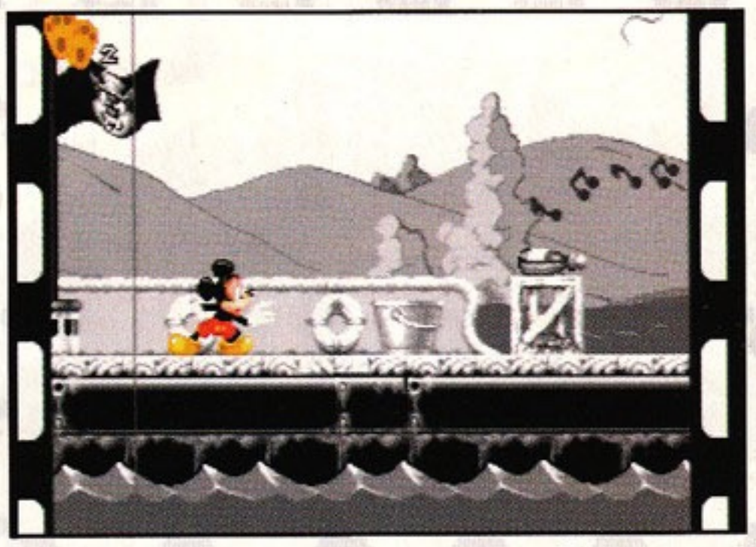
Star This will give you one finger of life back.

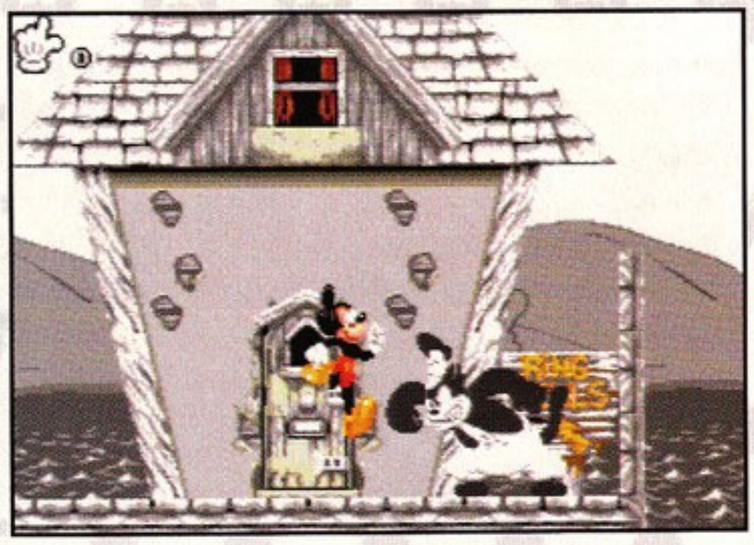
Mickey Mania is an awesome game that spans 62 years in the life of Mickey Mouse, from Mickey's first incarnation, Steamboat Willie in 1928, to the Pauper of the 1990 short movie *The Prince and the Pauper*. The animation in this game is so incredible, it has to be seen to be believed! This beats out most Mode 7 games on the market. If you grew up with Mickey, you're in for a treat with this game!



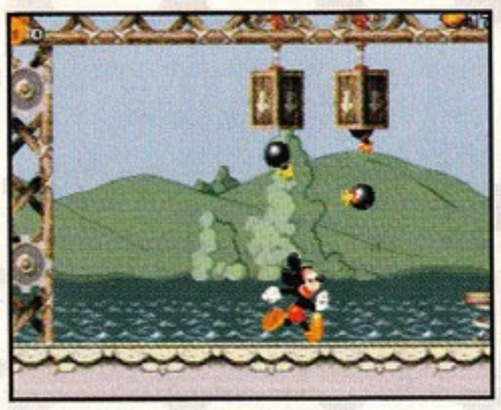
Steamboat Willie

Nov. 18, 1928

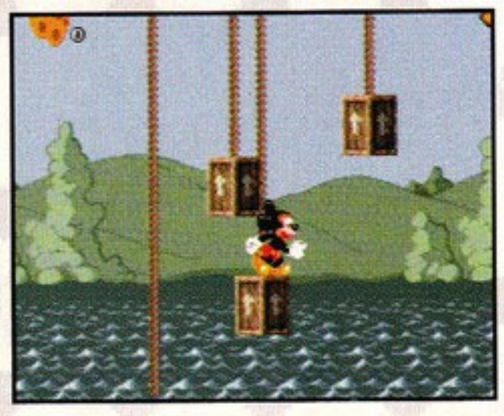




As you enter the year 1928, you find yourself on a dock of some kind. You pass by a ship about to set sail, and out of curiosity you peer in to see who the ship's captain is. You are startled to see an earlier incarnation of yourself! Steamboat Willie is startled as well, and runs off. You have to go find him!

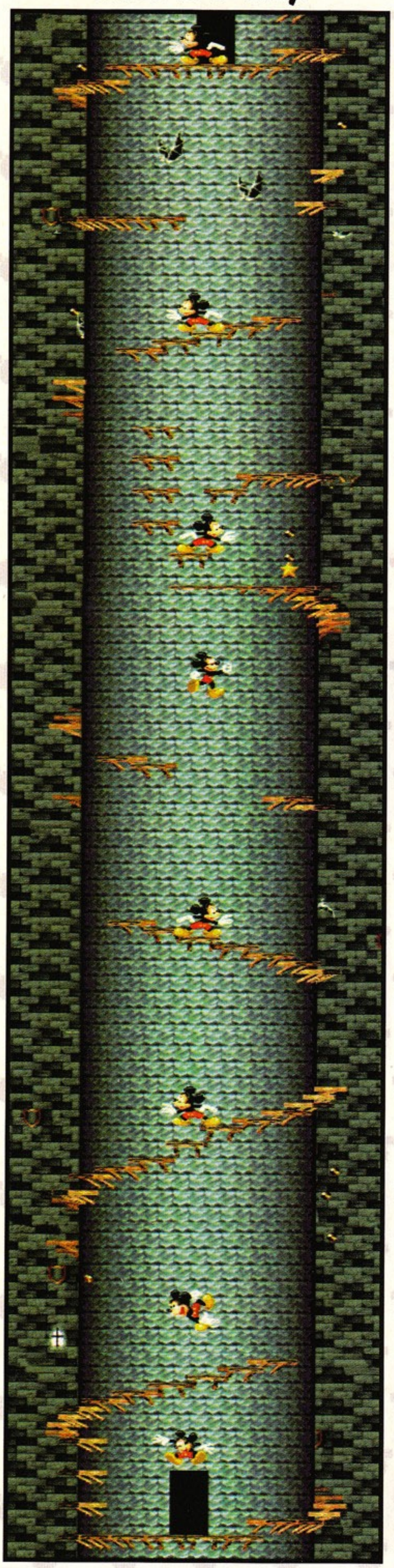






All Disney characters ©The Walt Disney Company.

Level 2-4 Map



The Mad Doctor

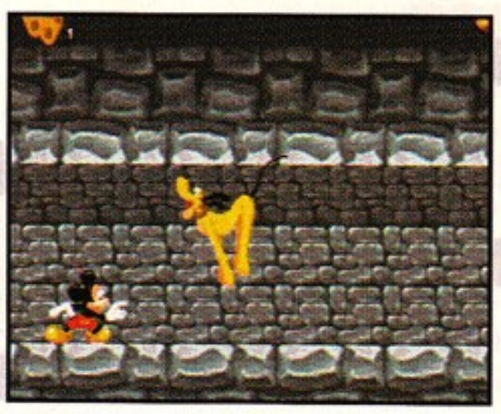
1933





This stage takes place in the world of a mad doctor intent on giving you the closest hair-cut you've ever had. Pluto has been dognapped as well, and you have to rescue him. However, finding Pluto is not that easy. There are seven sub-levels you must go through before your final confrontation with the evil doctor himself.



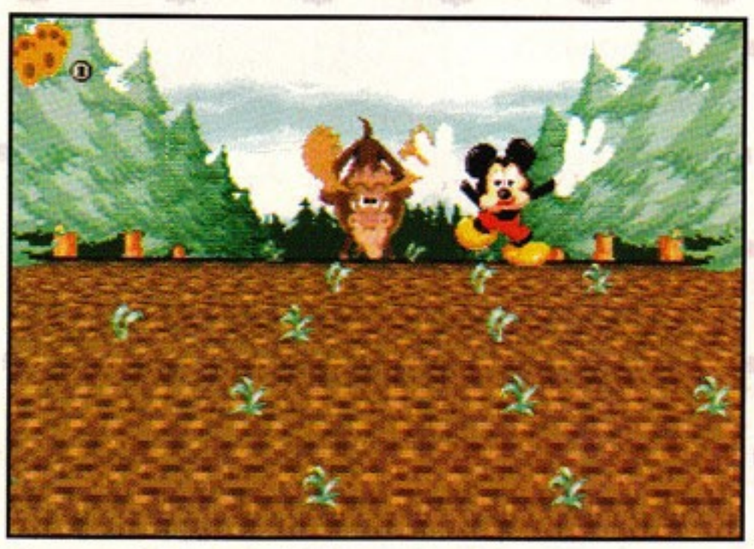




Moose Hunters

1937



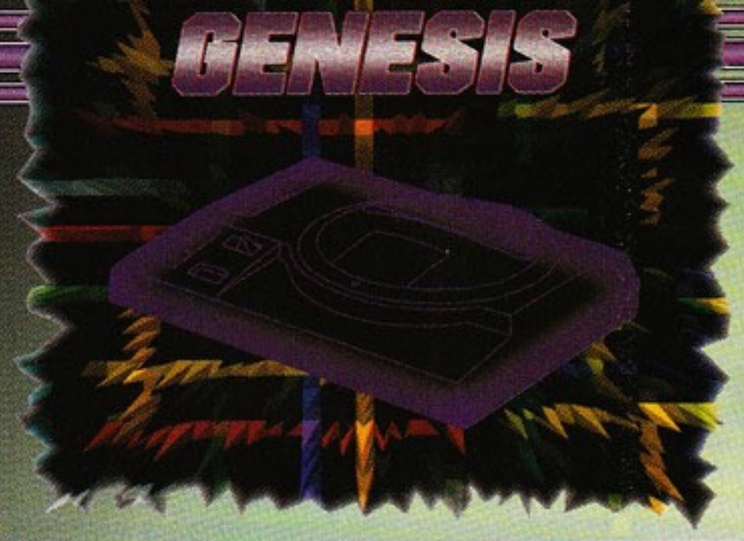


It's time to do a little moose hunting. Based on the movie, you're in search of Moose Hunter Mickey. However, once you find him, you also happen to find an angry moose. This level really shows off the scaling capabilities of this game, especially as the moose is about to trample all over you. Be sure to watch Pluto for his reactions!









THE GOOD

The flying perspective is just too cool. Neat 3-D effect.

THE BAD

Learning the field is very tough especially when there are too many anti-aircraft missiles.

THE UGLY

Talk about some blood fest! Walk on a corpse and watch the blood flow.

RED ZONE

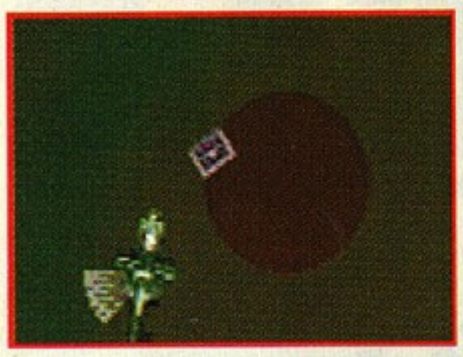
DICTATOR DECLARES NUCLEAR WAR

YOU HAVE 24 HOURS

A mad dictator named Ivan Retovitz has announced war against the world. He has threatened nuclear destruction to any country trying to stop him. Many of Ivan's war machines have now been strategically placed on the battlefield. You, a well-known Apache ace, have been chosen to go deep within enemy territory to carry out a vital mission that will hopefully turn the tides around. Your first mission involves activating a virus in the enemy's computers in order to hinder the enemy's communication and to slow down the enemy's activities. Later, you'll have to attack certain targets, leveling airports and bunkers, and finally taking out the nuclear missiles. The whole world is counting on you to get rid of the madness. Hurry, you only have 24 hours.

HAPPY LANDINGS

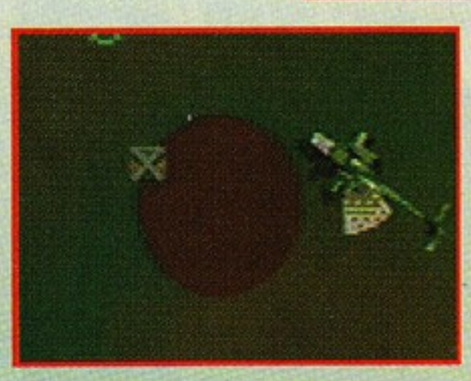
Throughout the battlefield you'll be able to land on certain spots where you can replenish your health and armaments.



Low on your rockets and bullets? Find this landing spot where you can replenish your weapons.



Fuel is very vital in your missions. Do not waste time wandering around wasting your fuel.



When you think you have suffered enough damage, you need to find the health icon.





Finds these icons to get through the buildings.

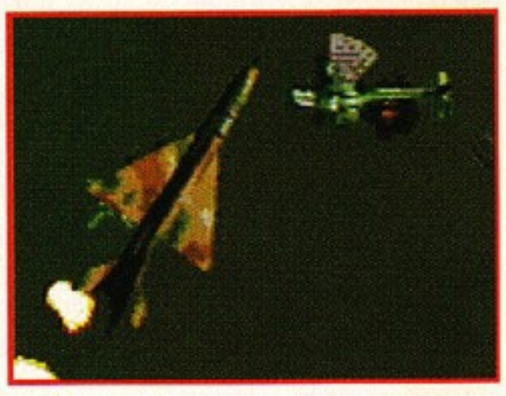
IN THE LINE OF FIRE

In this game you will face many war machines that will give you something to think about. Rely on your radar to pin point where they are located on the field.



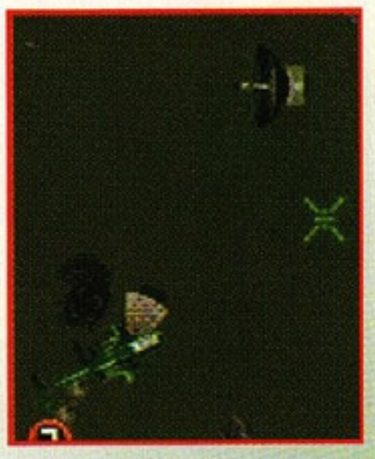






This is your primary radar readout. Use this information to find the safe routes that will lead you to the targets that are shown.



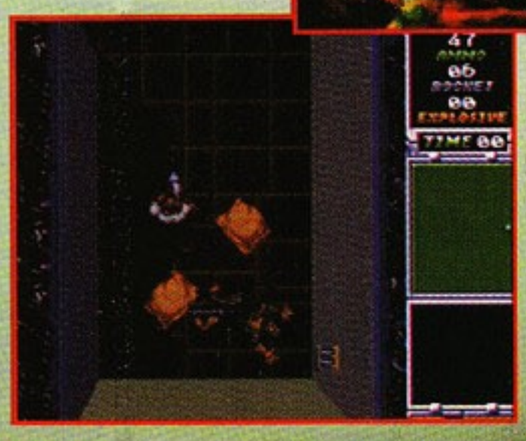


One way to stop them from detecting you is to wipe out their radar system.

THE ASSAULT TEAM







This is where you'll get your hands dirty—in enemy buildings. Pick from three characters with different weapons ready for action. Don't let them die so easily. You only have them to do your dirty work.



FACT FILE
RED ZONE

MANUFACTURER	# OF PLAYERS
TIME WARNER INTERACTIVE	1
DIFFICULTY	**AVAILABLE**
HARD	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	26
THEME	**% COMPLETE**
SIMULATION	95%

I'M PREPARED

C2 JUDGMENT CLAY™

COMING FALL 1994 FOR THE
SUPER NINTENDO ENTERTAINMENT SYSTEM.

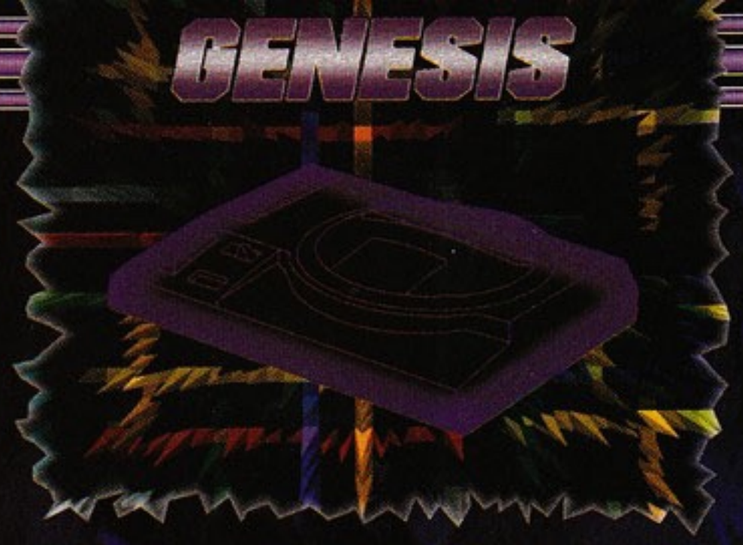
Interplay™

Or don't play at all.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

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The Gogetsu Clan ... every five years there is a tournament to determine the leader. Any descendant may enter and the current leader Oume has been there for 60 years. Little does the 78-year-old champion know that her younger sister who ran away from home, as well as six others, will be trying to take her place. Fight for the right to lead the powerful clan and become its leader.

THE GOOD

The game plays very well and really resembles its arcade counterpart.

THE BAD

While offering new twists to street fighting games, PI will have a hard time up against SSF2 and MK2.

THE UGLY

The Granny lady who throws her teeth and smashes her face at you. Geeze Granny, take a chill pill.



FACT FILE
POWER INSTINCT

MANUFACTURER	# OF PLAYERS
ATLUS	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	10
THEME	**% COMPLETE**
FIGHTING	50%

POWER INSTINCT



D, DF, F, UF + KICK



D, DB, B + KICK



D, DB, B, + PUNCH



B,DB,D,DF,F + PUNCH



F, D,F + PUNCH



A + C SIMULTANEOUSLY



HOLD DOWN + UP AND KICK



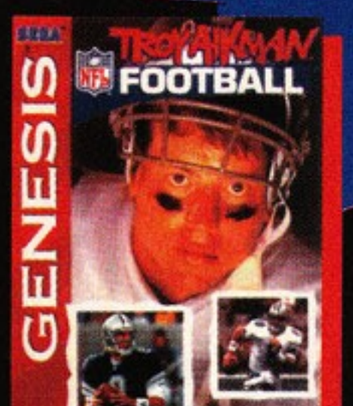
HOLD DOWN + UP AND PUNCH



D, DF, F + PUNCH

D=DOWN, U=UP, B=BACK, F=FORWARD, DB=DOWN BACK, UF=UP FORWARD, DF= DOWN FORWARD

TROY AIKMAN™ NFL FOOTBALL





WIN A QUARTERBACK *SACK* OF TROY'S TOYS BY SOLVING THIS *PRE-GAME SCRAMBLE!*

You can win a QUARTERBACK SACK OF TROY'S TOYS!

ONE GRAND PRIZE:
- Troy Aikman autographed official NFL football
- Official Troy Aikman NFL football jersey
- Autographed Troy Aikman photo
- Troy Aikman NFL Football game for Super NES, Genesis, or Jaguar
- Congratulatory letter from Troy Aikman

FIRST PRIZES: (eight winners–like Troy's jersey number)
- Troy Aikman NFL Football game for Super NES, Genesis, or Jaguar

SECOND PRIZES: (eight winners)
- One-year subscription to EGM

Team NFL

Williams Entertainment Inc.
A subsidiary of WMS Industries Inc.

ELECTRONIC GAMING MONTHLY

In the new Troy Aikman NFL Football game, players can customize everything from offensive and defensive plays to weather and field conditions! It's the ultimate football video game and you can enter to win a quarterback sack of Troy Aikman's toys by unscrambling the different field conditions available in the game.

1. S A R S G 2. U M D 3. R T D I 4. W O S N 5. N A R I 6. I T F A R C A L I T F R U

Unscramble the field conditions and send it in along with your name, address, phone number, and age to Troy Aikman Contest (EGM), 1920 Highland Avenue, Suite 285, Lombard, IL 60148.

Contest Rules: 1. *No Purchase Necessary.* To enter, mail a standard sized postcard containing the correctly unscramble field conditions above to Troy Aikman Contest (EGM), 1920 Highland Avenue, Suite 285, Lombard, Illinois, 60148. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by October 1, 1994. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. 2. *Prizes.* 1 Grand Prize: Troy Aikman autographed official NFL football, Official Troy Aikman NFL football jersey, Autographed Troy Aikman photo, and Troy Aikman NFL Football game for Super NES, Genesis, or Jaguar, Congratulatory letter from Troy Aikman. Grand prize has an approximate retail value of $500.00. Eight First Prizes: Troy Aikman NFL Football game for SNES, Genesis, or Jaguar. First prize has an approximate retail value of $70.00. Eight Second Prizes: One-year subscription to EGM. Second prize has an approximate retail value of $24.95. Winners will be determined by a random drawing from all valid entries by EGM™, whose decisions are final. Drawing to be held on or about October 15, 1994. All prizes will be awarded. Prizewinners will be notified by mail on or about November 1, 1994. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. Prize substitution would be of equal or greater value. 3. *Odds of Winning.* The odds of winning will be determined by number of valid entries received. 4. *Eligibility:* Sweepstakes open to residents of United States. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree of the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Employees of Sendai Publishing Group, Inc., Williams Entertainment Inc. and their respective affiliates are not eligible. Neither Sendai Publishing Group, Inc., Williams Entertainment Inc. or their respective affiliates, subsidiaries, divisions, promotion agencies or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. 5. *Winners List.* For a list of winners, send a stamped, self-addressed envelope to Troy Aikman Contest Winners, 1920 Highland Avenue, Suite 285, Lombard, IL, 60148. Requests for winners lists must be received by November 1, 1994. Allow 4 weeks for delivery of winners list. 6. *Restrictions*: Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Contest sponsored by Sendai Publishing Group, Inc. and Williams Entertainment Inc. EGM™ is a trademark of Sendai Publishing Group, Inc. Troy Aikman NFL™ Football ©1994 by Leland Interactive Media. Licensed to Tradewest, Inc. by Leland Interactive Media. Certain rights related to properties formerly owned by Tradewest, Inc. have been assigned to Williams Entertainment, Inc. NFL trademark used with permission. All rights reserved. Nintendo, Super Nintendo Entertainment System, Super NES®, and the Official Seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc. Sega™ and Genesis™ are trademarks of Sega Enterprises, Ltd. All rights reserved. Jaguar™ is a trademark of Atari Corporation. All rights reserved. Printed in the U.S.A.



VIEWPOINT

The timeless Neo•Geo classic shooter that ruled the arcades (and some wealthy players' homes) is now hitting home on your Genesis! American Sammy is re-developing the 16-Meg smash that, unfortunately, many people have never seen before. Color loss and background music aside, this game has a type of playing perspective that has not been seen since the days of Zaxxon. All the stages from the arcade are here as well as the all-around intensity that shooter fans can relate to.

THREE WEAPON POWER-UPS!

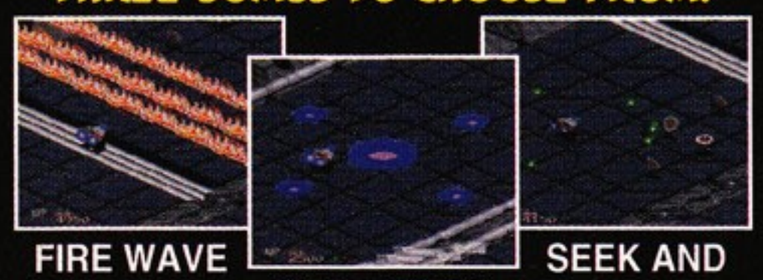


NORMAL

MEDIUM

SUPER

THREE BOMBS TO CHOOSE FROM!



FIRE WAVE

BLUE MINES

SEEK AND DESTROY





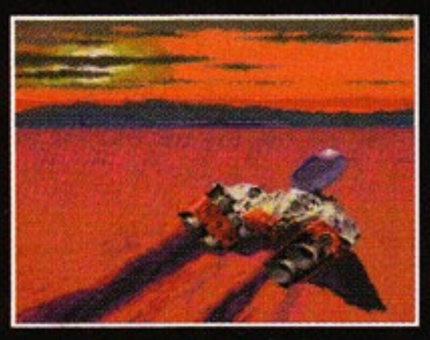
You'll face some bizarre enemies throughout this game. Battle the giant gears and slinkies!



Check out some of these later stages. There are six in all! Be sure to start those thumb exercises!







Watch your fiery demise in beautiful 16-Bit color! Hopefully you'll never have to see this scene.

FACT FILE

VIEWPOINT

MANUFACTURER	# OF PLAYERS
AMERICAN SAMMY	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	6
THEME	**% COMPLETE**
SHOOTER	60%

THE GOOD

Players everywhere will get to play this now affordable classic.

THE BAD

You're going to have to wait a little while longer because only a level or two was finished to date.

THE UGLY

I'll never understand why our team only sends one fighter to battle an entire enemy armada.

LEVEL 1







Concentrate your firepower on one of these rotating objects at a time.



These gears will change course right in front of you!



The pattern for this Boss is pretty simple to learn. Avoid its charge when its neck stretches out, its two main guns, and its spread shot.

LEVEL 2

Watch out for fish ambushes waiting for you in the metallic river.









The action really gets intense during the second stage!



During this stage, you'll face a pair of turtles. They will circle around you and shoot at the same time. Other enemies will attack you as well, so be on your toes ... er ... thumbs!

EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...





At first glance, notice the amount of color loss in this translation. Being that this is still a very early copy of the game and the Genesis was not made to be an arcade machine, it holds its own.

TAZ-manic Panic!

LOONEY TUNES

SEGA™ 238,900 miles



The tornado with teeth returns in a hilariously action-packed journey from Earth to Mars – and back again! Deploy an arsenal of all-new buzzsaw moves, ricochet jumps and spacey spin-attacks as you whirl through animated, slapstick levels with cameos by Daffy Duck, Road Runner, Wile E. Coyote and the entire Looney Tunes gang!

Go Galactic on SEGA™ Genesis™ and Game Gear™!

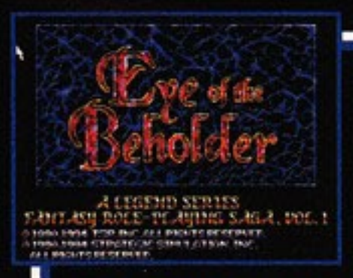
GA Appropriate for all audiences. General Audiences

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Eye of the Beholder

This game is a timeless classic on the PC and now it has been brought home to your Sega CD. Something evil is lurking in the sewers beneath the city of Waterdeep. The lords of Waterdeep have hired four hirelings to seek and destroy the dread looming over the city. Play as the four hirelings and take them through the sewers in order find out what is causing the problems. When you walk into the sewers, you turn around to see the ceiling collapse behind you, thus sealing the entrance. Now the only thing you can do is go through the sewer and hopefully find another way out.



FACT FILE
EYE OF THE BEHOLDER

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	**AVAILABLE**
HARD	AUGUST
CARTRIDGE SIZE	**NUMBER OF LEVELS**
N/A	N/A
THEME	**% COMPLETE**
RPG	100%

THE GOOD

The game play is a lot of fun and will have you instantly addicted. Plus, the music is killer.

THE BAD

Some of the puzzles can get very frustrating at times.

THE UGLY

Having to eat rations that have been in the dungeon for God knows how long.



Each level will have a ladder or stairs leading down to the next level. Some levels require passage through a portal, though.



Slash your weapon at the web to open it up. Beware! A spider is usually lurking behind. They are nasty, because if they bite you, poison will be injected into you.



Can you figure out what to do here? You must place a rock or something on the switch in the floor and then press the button on the wall to open the door.



This game has a map feature. Find the map on every level in order to find your way.



This is the beholder. He is the monster that the lords of Waterdeep have sent you to find. His fortress is very deep in the dungeon and he is extremely tough to beat. You must have the Wand of Silvias to beat him.

There are tons of monsters to fight in this game. The fighting is set up in a real-time situation. You can be attacked by an enemy as



easier with a mouse. You will find lots of enemies everywhere and there are tons of different monsters to fight with. They get







you're walking through the maze. It doesn't switch to a fight screen like other RPGs—you fight on your 3-D. Fighting is much

progressively stronger and have more attacks the farther down in the dungeon you go.

The cinemas are incredible. There are voices talking you through the game.





Game Over, Man. Let's just hope you don't ever have to look at this screen.

Can you beat Mad Dog to the Lost Gold?

MAD DOG II

the Lost Gold™

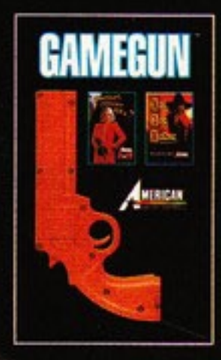
LIVE MOTION PICTURE ACTION
CD Shooting Game

This action-packed adventure will challenge your shooting skills confronting banditos, renegades, and Mad Dog's men. Select one of three different guides and experience a variety of trails in a quest to beat Mad Dog to the lost gold and return with it to the old mission where the longest interactive battle ever filmed awaits the more-skilled game player.

SEGA CD

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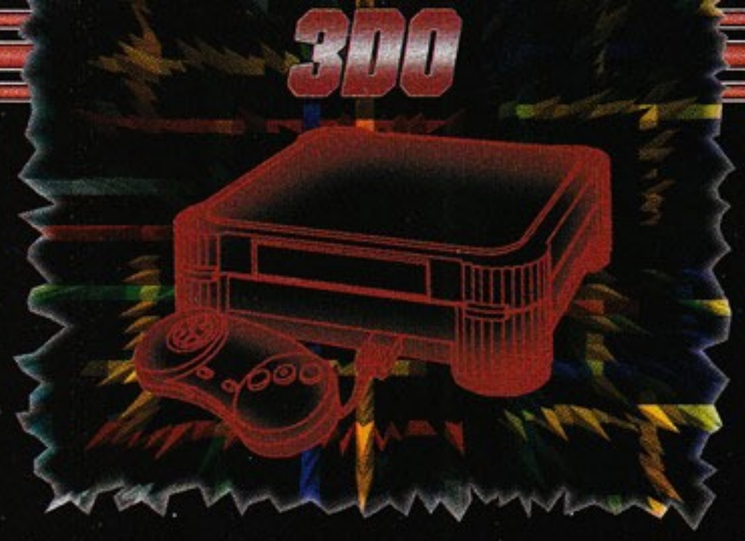




The Arcade Smash Hit by AMERICAN LASER GAMES, INC.™

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STAR CONTROL II

Take heed all you sci-fi fans, Star Control II is here and there's never been anything quite like it! Combining the incredible fun of an RPG and the all-out action of a shooter, SCII is a blast from beginning to end.

Based on the wildly successful PC version, this one employs a full-motion, silicon graphics rendered intro featuring the ship in the game and the whole story of what happened.

Basically, your mission is to seek out the answer to removing the slave shield put around Earth by the Ur-Quan, an evil race that believes all inferior life forms should either be enslaved or join the ranks of the Ur-Quan forces.

This game is no walk in the park. Major exploration of hundreds of star systems must be searched for minerals and clues leading to the Ur-Quan homeworld. Alien races that you stumble upon will often help out, but others aren't exactly friendly neighbors.

Loaded with actual voices, incredible music, and a story that will take weeks to solve adds up to one heck of a winner. This game is exactly what the 3DO needed and Crystal Dynamics came through in a big way. You don't want to miss the adventure of a lifetime.

The Alien Races

Throughout the game, you will encounter many alien races, some friendly, some hostile. The races shown are just a small portion of the total number you'll meet. Remember to speak nicely and watch out behind you at all times.

Color Key
- Can be Allied
- Neutral
- Hostile

Arilou

The Arilou are eager to help out humans.

Druuge

Race of traders; lives only for profit.

Ilwrath

Can't be befriended. Hates humans!

Melnorme

Have useful info on biological life forms.

Mycon

Feel they must cleanse the universe.

Orz

The Orz race speak in confusing riddles.

Pkunk

Spiritual birds related to the Yehat.

Shofixti

Mean little rodents who love war!

Spathi

Cowardly but good allies.

Supox

A good source for getting information.

Syreen

Related to humans in almost every way.

Umgah

They're under control of the Ur-Quan.

Utwig

They're intelligent forms of humans.

Vux

Feel humans are ugly and hate them.

Yehat

Has a queen who hates humans.

Zoq-Fot-Pik

Three species living in harmony.

Super Melee Combat

To break up the tension of the Normal Game, there's the Super Melee Mode. Here, one or two players get to fly the ships that the alien races possess during the Normal Game. With 25 ships at your disposal, this mode can be played forever! As an added bonus, you get to utilize all the special attacks that each ship has.

At the Selection Screen, each team can choose a fleet of 12 ships for battle. There are two windows on the right side of the combat screen that show the status of your crew, which act as hit points, and a power meter which shows the battery charge of the ship. Simply fly around and try to blast each other while avoiding pesky planets and asteroids that get in your way.



At the Selection Screen, choose your fleet of 12 ships to engage in battle.



In the Combat Screen, you fly around and try to blast your enemy with heavy weaponry.

Normal Game

The Normal Game is the RPG section where you must try to free the Earth from its slave shield put there by the Ur-Quan forces. Piloting a Precursor starship, you must seek out allies who wish to aid you on your quest. Of course, there are other races completely faithful to the Ur-Quan and will resist you. You'll explore hundreds of star systems in search of minerals, life forms, and information needed to defeat the Ur-Quan hierarchy.



FACT FILE

STAR CONTROL II

MANUFACTURER	# OF PLAYERS
CRYSTAL DYNAMICS	1 OR 2
DIFFICULTY	**AVAILABLE**
HARD	AUGUST
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
RPG/SHOOTER	100%

At the Starbase





At the Starbase, you can unload minerals in exchange for credits to outfit your starship with stronger weaponry.

On the Surface

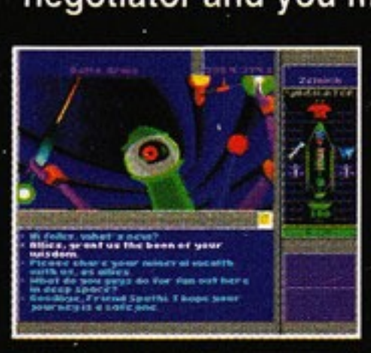


The surface is where you'll mine for minerals to lug back to the Starbase. When you enter a star system, you can scan the planet and get information such as seismic activity and scan for mineral, energy, or biological life. You can then land on the surface and rake up the riches.



Encountering Races

It is inevitable that you meet alien life forms in space. Each race has a unique story and can either be allied with you or try to blow you out of the stars, depending on how you talk to them. Some races, like the Melnorme, are very helpful at giving information in exchange for alien life forms you pick up from the surface. Be a good negotiator and you might just succeed.



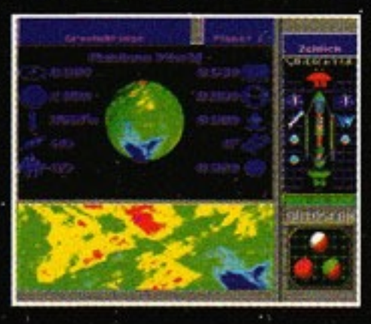




Every time you encounter a race, you take part in a series of question and answers. Say the wrong words and you could be eating space dust.

Solve Mysteries

There are many little twists and turns in the plot to keep you involved through your entire trek. Mysteries such as the Rainbow Worlds, the Spathi slave shielding, and the fearsome Dnyarri race are just a small part of what you'll come up against.





Hyperspace

Using Hyperspace is the only way to get around the galaxy. Use the StarMap to locate a star system you wish to explore. Out in Hyperspace, you will run into the many life forms and often battles ensue when you enter unknown territory. Travelling in Hyperspace uses a lot of fuel.



Use the Star Map to locate new alien worlds and travel among the stars at high speeds.





In Hyperspace, the skies are a bright orange. They are green in Quasispace.

THE GOOD

What isn't? The plot is fantastic, the music is awesome, and the game is simply too much fun!

THE BAD

Um ... okay, the voices of some of the aliens are a little difficult to understand.

THE UGLY

The entire Pkunk race looks like distant relatives of Toucan Sam. How about some Froot Loops?



ALONE in the DARK

HOW TO FIGHT

To survive the game, you must know how to fight. Hold down the A button and press in any direction on the control pad. Press Down or Up for kicks. Press Right for a right cross and Left for an uppercut.





OOHHH! IT'S SO SCARY!



Find a key to open certain chests around the house.



Read a letter to find out more about what's ahead.



Push this chest over a trap door to avoid the monster.



Watch out! Don't get cornered by an attacking monster.



If you die, the monster will drag your body to the dungeon.







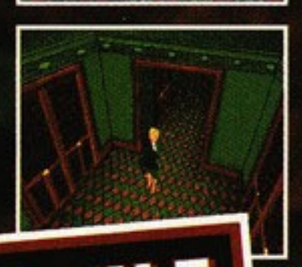












ITEMS TO OBTAIN



















1. BOOK
2. BOW
3. INDIAN COVER
4. KEY
5. LETTER
6. OIL CAN
7. OIL LAMP
8. SABER
9. RIFLE

THE GOOD

I like the impressive animation and the fact that you can move almost anywhere in the house.

THE BAD

The fighting sequences need to be refined a little because the controls lag.

THE UGLY

The game is a great horror story. Some players may even get a few chills running up their spine.

MAIN CHARACTERS



EMILY HARTWOOD

Jeremy Hartwood's niece. She remembers her uncle showing her a secret drawer in the piano.



EDWARD CARNBY

A private detective, hired by an antique dealer. His job is to make a list of Derceto's valuables in the house.

Derceto, with its steeply angled roof and sinister appearance, guards in its basement the secrets of Astarte, the goddess of fertility to whom the house was dedicated. The owner of this mysterious building, Jeremy Hartwood, died a few days ago. The police report concluded that he had taken his own life. Derceto is now empty. Rumors abound of a curse or of an evil power dwelling within its walls. For some days now a cloud of doubt has hung over your mind. What are those lights inside the house at nightfall? What could account for the eerie noises? Why did Jeremy commit suicide? And what compels you toward the house? What is Derceto's secret?



FACT FILE
ALONE IN THE DARK

MANUFACTURER	# OF PLAYERS
INTERPLAY	1
DIFFICULTY	AVAILABLE
MODERATE	AUGUST
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
ACTION	100%

REVENGE IS SWEET... THEY AREN'T!!

Fight or Die!

BASED ON A TRUE STORY!

REVENGERS OF VENGEANCE™



STARRING: VENUM ALGOS BARKO FUCHIDA MAGNUS ORGANA PSYBART TALON

JOIN THEM ON A **HEART-STOPPING** ADVENTURE TO A **FANTASTIC** AND **VIOLENT** WORLD WITH **LIMB-TEARING**, FIST-THROWING, HAND-TO-HAND **COMBAT ACTION** AND WITNESS **SAVAGE** AND **BRUTAL** STRUGGLES WITHOUT QUARTER. IT COULD BE THE **VIDEO GAME** THAT CHANGES YOUR **LIFE**.

WARNING: SOME SCENES MAY BE TOO INTENSE FOR THOSE WHO DO NOT SEEK VENGEANCE.

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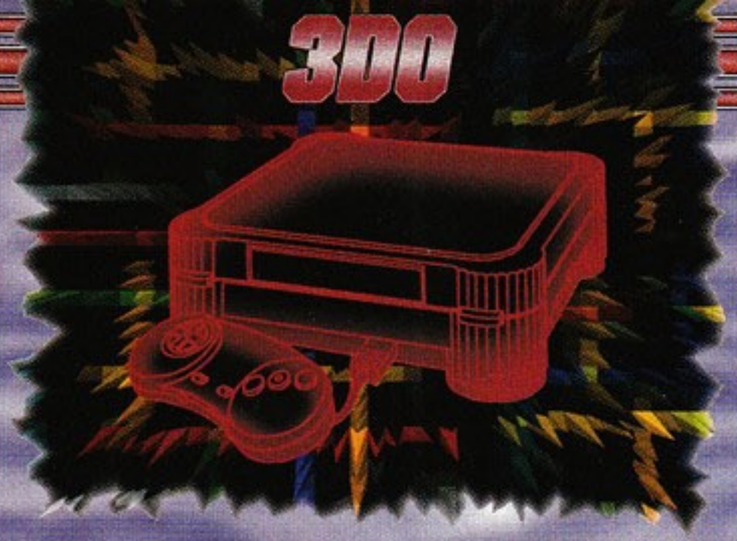
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GEX'S AWESOME ANIMATIONS


BOUNCE


CRAWL


CLIMB


TAIL WHIP

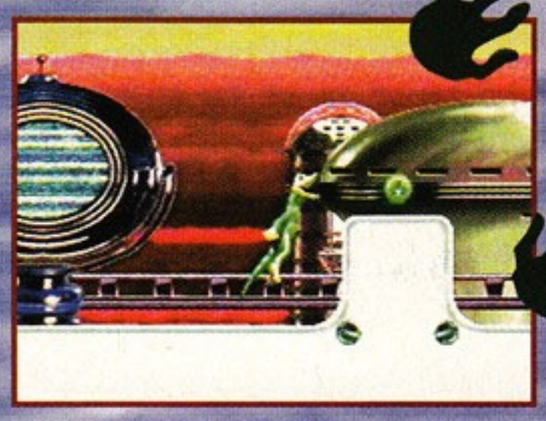

LASH

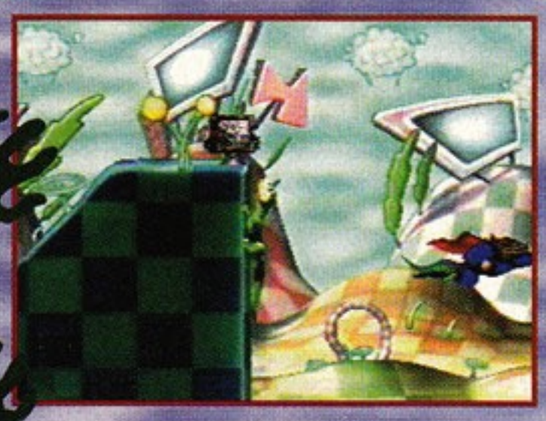

PUSH

Bleah! That isn't nice! Use your tongue to lash out against this guy.

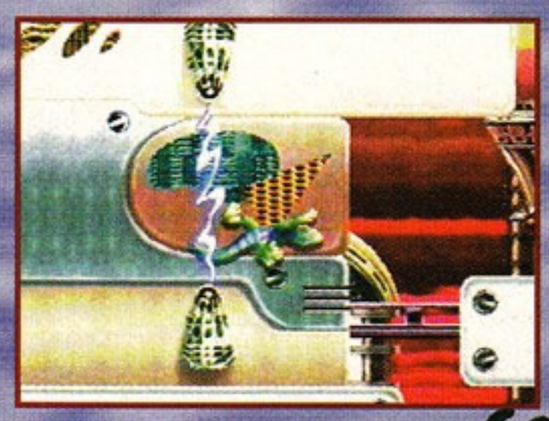


In the Sci-Fi Zone, jump and then use your tail to get the firefly power-up!





By crawling walls in the Cartoon Zone, you can get to places faster!



Climb underneath this electricity beam to get past it in the Sci-Fi Zone.

When you are on the wall, spin around to use your tail as a whip on your foes.



Watch out for shooting aliens! Take them out with your tail whip.



THE GOOD

This game has incredible graphics and smooth animation which make it a joy to play!

THE BAD

By bouncing off your tail, you are vulnerable to enemy attacks. Watch out when you do this.

THE UGLY

I just wish it was more complete! There is a lot to be added, so I'm looking forward to seeing more!



FACT FILE

GEX

MANUFACTURER	# OF PLAYERS
CRYSTAL DYNAMICS	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	24
THEME	**% COMPLETE**
ACTION	15%



The Kung Fu Stage will be filled with characters such as this enemy minion.

Are you tired of the same old 16-Bit characters? Let Gex, the wise-cracking 3-D gecko, crack you up with his twisted sense of humor! With the digitized voice of Dana Gould (headliner of HBO and Showtime comedy specials) teamed up with comedy writer Rob Cohen, this game will be filled with hilarious one-liners! Gex's movements are superb with over 450 frames of animation! He uses his suction cup paws to grab onto walls and scramble about. Gex's main attacks are his tongue lash and thrashing tail. When he gets firefly power-ups, he can throw fireballs, iceballs, and electricity! Expect 50 enemies, 100 interactive objects, six unique worlds, six Bosses, 24 levels, plus secret bonus levels! This gecko is nobody's stuffed animal!

GEX





DEMOLITION MAN™

FACT FILE

DEMOLITION MAN

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
ACTION/SHOOTER	60%

From the box office comes the most explosive video game to appear for the 3DO! Demolition Man gives you the chance to play as Detective John Spartan. As the most dangerous cop in the late 20th century, you must track down the most notorious criminal of all.

Repel down an abandoned building and take on Simon Phoenix's men. Then make your way through all the doors and corridors on your way toward the evil villain himself.

Demolition Man comes complete with footage taken directly from the movie, plus some really cool computer-rendered images not in the film!

THE GOOD

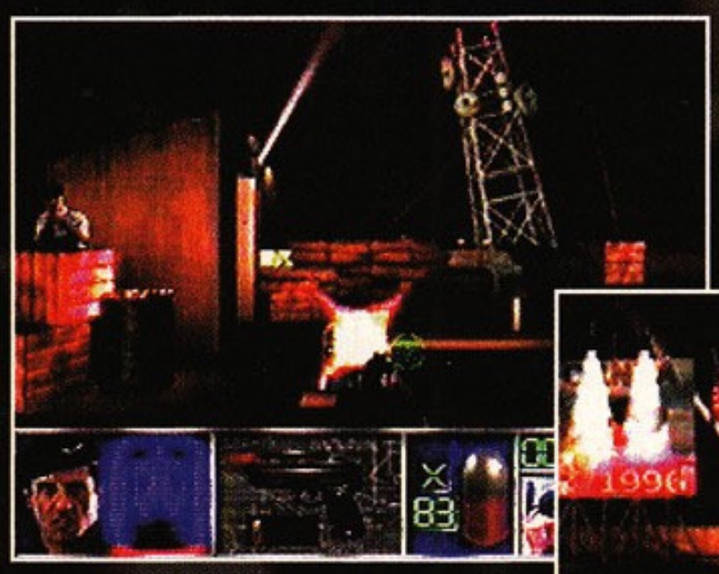
This game is loaded with awesome graphics as well as some original computer-rendered images.

THE BAD

Controlling the targeting sight is kind of difficult. It might have been better with a mouse.

THE UGLY

I think the game could have been better without the close-ups of Wesley Snipes' ugly mug.



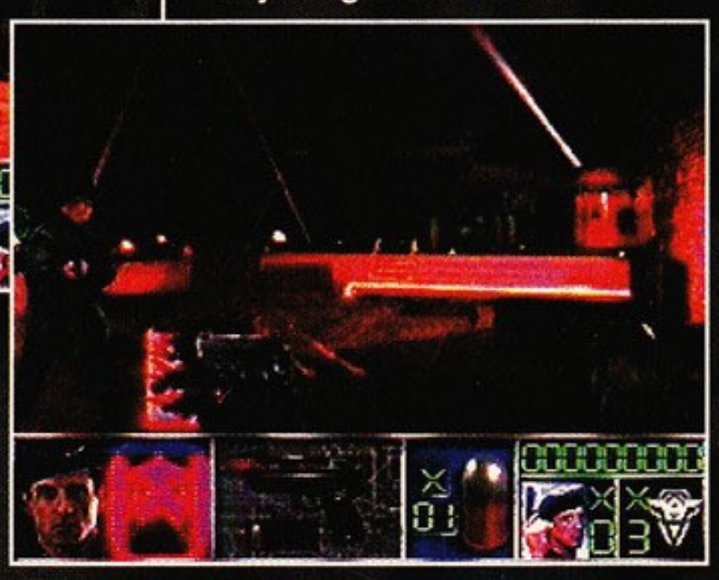
Be careful when you first land on top of the building. There are gangs of Phoenix's men hiding out behind crates and doors.



Enemies will sometimes throw hand grenades at you. Shoot them as soon as you can.



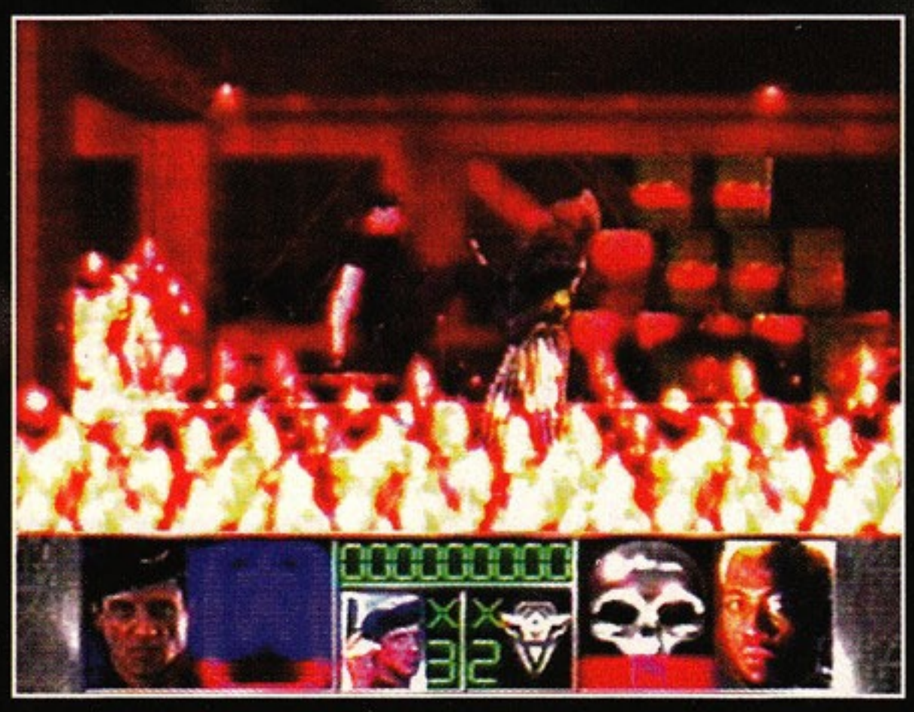
There are times when enemies will sneak up real close on you. Blow their big, fat heads away!



These guys will do whatever it takes to kill you. You'll be attacked from every direction, so watch out and nail anything that moves.

BATTLE IT OUT WITH SIMON PHOENIX

Get far enough and you will enter a side-scrolling stage where you must fight the evil Simon Phoenix. May the best man win.



STATUS SCREEN



Players must always keep an eye on the Status Screen located at the bottom of the main screen. Using this can help you win the game.

1. HEALTH METER
2. CURRENT WEAPON
3. AMMUNITION
4. LIVES REMAINING

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DIMO'S QUEST

THE GOOD

This has got to be one of the most addictive puzzle games I've ever played! Excellent game!

THE BAD

The game seems to be suited more toward the younger age. Older players may not enjoy it.

THE UGLY

The game falls a tad short on manners. After you finish a level Dimo lets loose with a disgusting belch!

Dimo's Quest is a new puzzle game coming your way for the CD-i! At first glance, the game seems to be directed more at the younger age group. That doesn't mean the puzzles you're going to encounter are a piece of cake though! Join Dimo on his quest to grab as many pieces of candy as possible throughout each level of mayhem and madness! Each level has a goal you must reach before you can progress through the game. In order to reach the exit, you must figure out the many mazes and puzzles within each level. The game has excellent graphics, vibrant colors, plus the music and sound effects are done to perfection on the CD-i! Dimo's Quest is very addictive to play. At the same time, it teaches the little ones many different skills, such as identifying numbers and colors, reading, and most of all, major motor skills! Remember, just because it's educational, doesn't mean it can't be fun!

PUZZLE PIECES!

Candy and sweets aren't the only things you'll be searching for in Dimo's Quest. Here's a sneak peek at some of the cool items. Check it out!


Before finishing each level, collect all the sweets.


There seem to be more doors than keys, so grab all you can.


To crash through a weak wall, try to break it with a stone.


The orange arrows control the vacuum cleaner. Suck 'em up!


When walking on the tracks, be careful of the wires!


The only way to get across the water is with a life preserver.


The fire extinguisher allows you to safely cross the lava pits.


These blocks get weaker every time you walk on them!


The locks can only be opened with the same color keys.


These blocks are always safe to walk on.


The bullets can be deadly, but they only shoot in one direction.


Watch your step when you reach one of these traps!


To get across the electric railway, hop on the train.


The ice can be slippery unless you have the right boots.

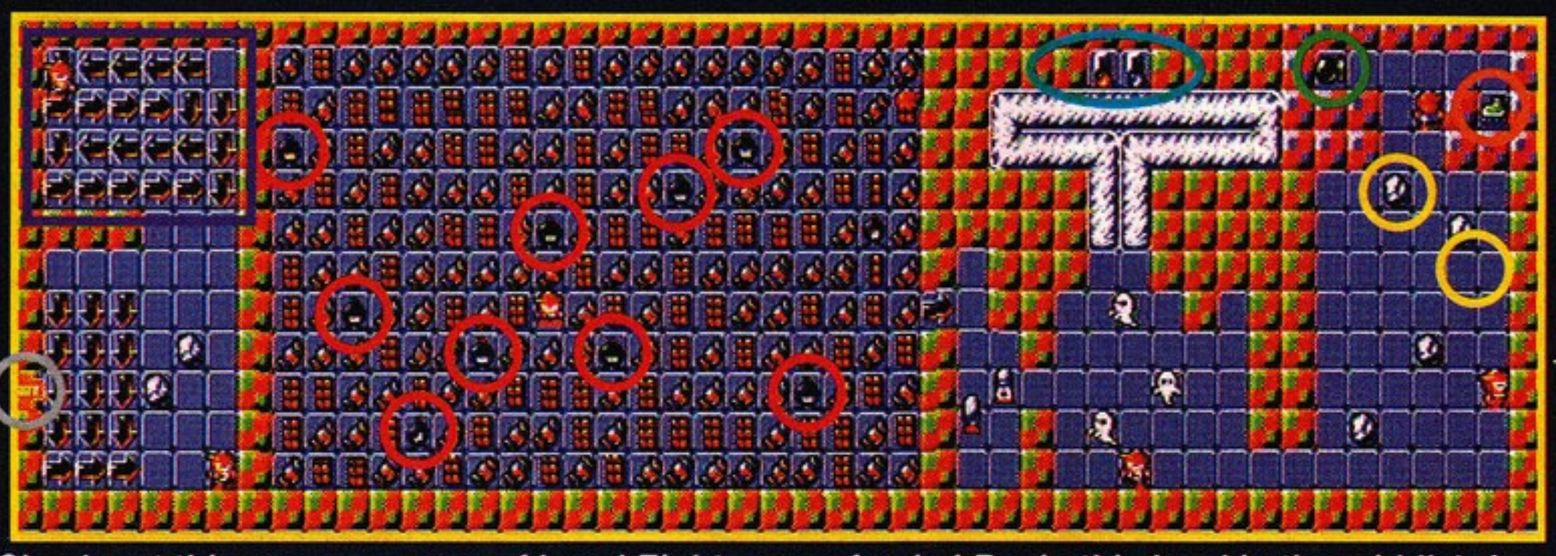

If you walk over these, you will be transported to a new area.


There are many switches that do many different things.

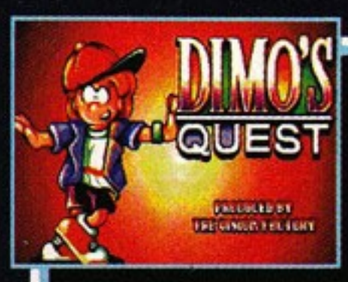

These solid blocks can never be destroyed by anything!


Be careful! These arrows will take you for a ride!


The explosives are very small but dangerous!



Check out this awesome map of Level Eight, sugar freaks! Begin this level in the middle of a whole bunch of candy and chocolate! Grab all of the sweets, but be very careful! There are ***explosives*** placed throughout the sugar field! When you make it over to the right, you need to shield yourself from the ***bullets*** by pushing one of the ***boulders*** in front of it. Go all the way to the upper right, and grab the ***ice boots***, so you can flip the two ***switches*** above the top of the ice. Cruise all the way over to the left side and hold on to your shorts when you ride the ***arrows***! Now you're at the ***exit***. The only problem is: can you figure out how to get to it?



FACT FILE

DIMO'S QUEST

MANUFACTURER	# OF PLAYERS
PHILIPS	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	51
THEME	**% COMPLETE**
PUZZLE	90%

VIRTUAL BART

who needs reality?

Yipes! Bart's stuck in a virtual reality machine! Enter the Jurassic era as Dino Bart. Face a post-apocalyptic Springfield as Doomsday Bart. Deploy your diaper-chute as Baby Bart. Hog the spotlight as Pork Factory Pig Bart. Then there's the butt-squeaking thrill-ride down the dangerous Mt. Splashmore and more!







SUPER NES®

GENESIS™

MATT GROENING

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JEOPARDY!



FACT FILE

JEOPARDY!

MANUFACTURER	# OF PLAYERS
PHILIPS	1 TO 4
DIFFICULTY	**AVAILABLE**
MODERATE	SEPTEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
PUZZLE	75%

EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...





On the top is a picture from the Super NES version of Jeopardy, and the bottom is a picture of the CD-i version. The Super NES shows still-shots of Alex Trebek, while the CD-i has real live footage of the big man himself.

The very popular TV game show *Jeopardy* will soon be making its way over to the CD-i! First of all, whether you're a fan of the TV show or not, Jeopardy is so much fun, you'll forget how educational the game can actually be. The game itself was done very well. Instead of wasting the CD-i's capabilities on a bunch of fancy screen shots of glitzy graphics, the emphasis was placed on using the memory for tons of different categories which means the game has excellent replay value. With the ability to have four people playing at once, Jeopardy has my vote for being the best family game out yet for the CD-i.

THE GOOD

Most games with this type of theme are more work than they are fun due to all the typing. Not this time!

THE BAD

You should be able to see a little more of Alex, and maybe some commercials in-between rounds.

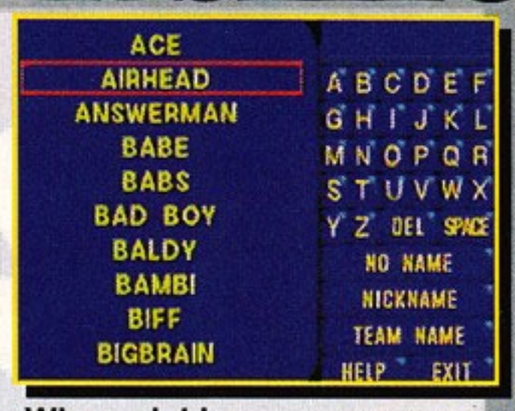
THE UGLY

The ugliest thing about Jeopardy is the control. The cursor seems to drag a lot when playing.

PLAYER SELECTION



At the Player Selection Screen, you can choose between one to four players.



When picking names, you can choose team names and even nicknames!



Alex will refer to you by your name throughout the game. Cool!

CATEGORIES



Because of the huge amount of memory that the CD-i can handle, Jeopardy is loaded with different categories to choose from!





Choose whichever category you're most familiar with, and receive money for each correct answer.

When you reach the harder categories, some of the questions can be near impossible to answer!





Instead of typing in the whole word, you can scan from a list of possibilities when you get the first couple of letters in.

You can place a wager on the Daily Double question, considering you have the money to back it up.





This game can be enjoyed by the whole family, and all of the questions are current and up-to-date.

If you make it past rounds one and two, you will be able to enter the Final Jeopardy round. Good luck!



JEOPARDY!

FOR A LITTLE ADVENTURE, ACTION, DANGER AND SRAB ONTO BEBE'S KIDS!

RAPJAM VOL. 1 COMING SOON!



BeBe's Kids gotta find out who's taken over Fun World and return their favorite amusement park to normal. Creepy security men and nightmarish animated characters are out to grab the kids and boot 'em off the grounds. As Kahlil, use a powerful spin-tuck move to slam the bad guys. As LaShawn, cartwheel into action and knock them all down!



Either way, you'll have hours of challenging fun as you go into the subterranean world beneath the park in search of the Big Robotic Boss! It's up to you to battle it out for the freedom of Fun World!

- Special Moves and Super Punches blast enemy characters!
- Throw baseballs, basketballs and more to knock them senseless!
- All the humor and craziness of Robin Harris' BeBe's Kids in a great action adventure game!





BEBE'S KIDS

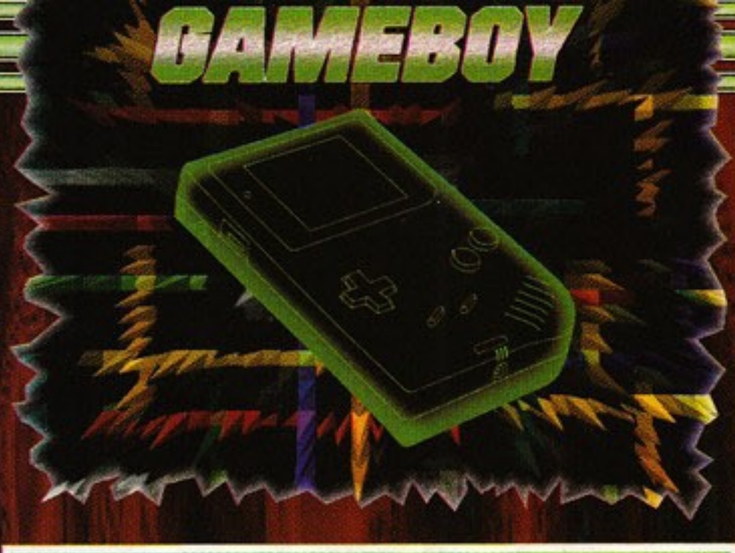
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YOGI IN BEAR

YOGI BEAR'S GOLDRUSH

THE GOOD

There are so many places you can find where hidden items are located ... it's a quest for treasure!

THE BAD

The jumping of Yogi Bear is quite frustrating at first. It will take time to get used to it.

THE UGLY

I always wondered how a little mushroom could injure a character like Yogi. Please, meaner enemies.

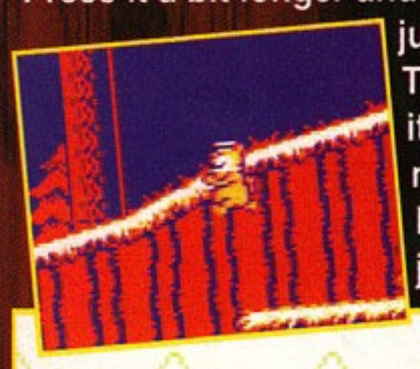
Here comes YOGI!!! The hilarious cartoon character now stars in his own video game for the Game Boy.

Like his adventures in the cartoon series, he runs around picking up picnic baskets and other interesting objects. Of course he gets into some trouble throughout the game and can't really rely on his friends to get him out of it. In this game he has his own way, no Ranger Smith to worry about. The main mission of this game is to collect as many items on the way as you can to increase your bonus points. Bosses are there as well to stop your raiding. At the very last stage of the game you'll know why you've been going through the dangerous levels, avoiding the menacing enemies all the way. It's worth it!



THE ART OF JUMPING...

Yogi Bear's jumping ability can get tricky at times. If you feel that you have to jump to a higher level, press the jump button longer to maximize your jumping ability. Press it a bit longer and you can double jump off a platform. This takes time but it will eventually be natural to you. Don't be scared to jump on monsters.





COUNTLESS ENEMIES









HELPFUL ICONS

Don't worry! There will be more items you can pick up to help you through the game.



EXTRA LIFE

Find this icon to increase your number of lives.



BONUS POINTS

These are scattered throughout the game.



HEALTH

In case you're feeling a bit drowsy, pick up this icon.



Watch out for obstacles ahead of you. Take your time throughout the game.

Later on in the stages jump on platforms like this to find hidden items above you.



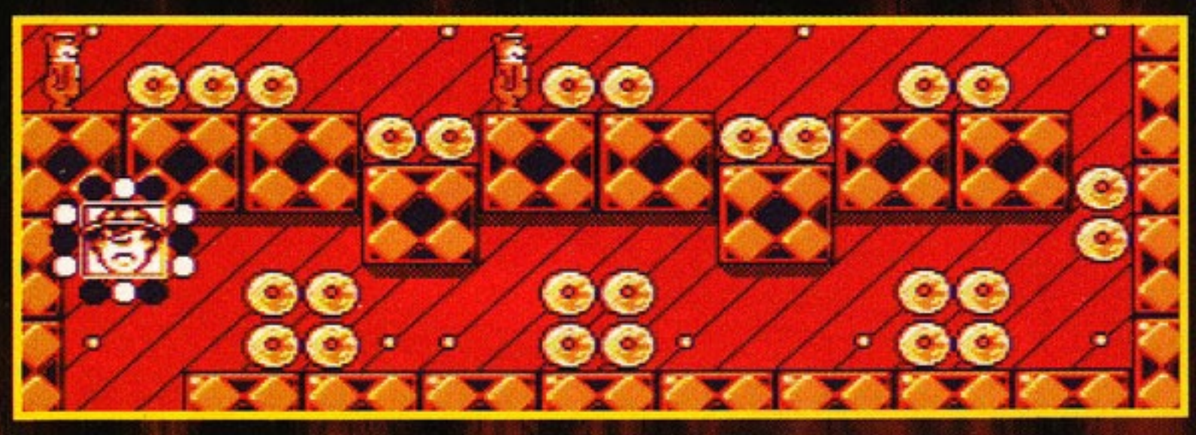


FACT FILE
YOGI BEAR

MANUFACTURER	# OF PLAYERS
GAMETEK	1
DIFFICULTY	**AVAILABLE**
EASY	SEPTEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
1 MEG	24
THEME	**% COMPLETE**
ADVENTURE	100%

BONUS ROOMS









Find the hidden revolving stars in the first level to unveil the secret room where you can increase your bonus points. Others like this will be hidden throughout the game.

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MORTAL KOMBAT® II

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K O M I N G F R I D A Y S E P T E M B E R 9



SMOKE AWAITS!



FINISH HIM!



KINTARO 'S REVENGE!



NO MERCY!



FRIENDSHIP?



IS THAT YOUR BEST?

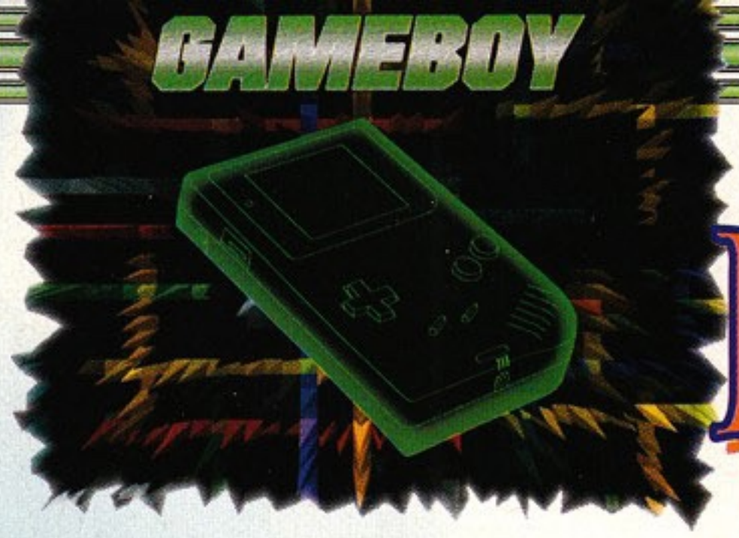
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BLUES BROTHERS Jukebox Adventure



The Blues Brothers are back in another adventure dealing with music. Jake and Elwood have their hands full with this one as they search out the jukeboxes in order to complete the levels. It's not as easy as it sounds. They have to confront enemies from below and above. Using records as their weapons, they have a chance to destroy these irritating foes. Look out for traps and falling rocks. Find hidden items, like the hourglass, health hearts, and others that will get the Blues Brothers through the game. Hey, rock 'n' roll is here to stay!



JAKE AND ELWOOD

The Blues Brothers are here to stay! Play as Jake or Elwood, but if you're having problems passing the stages, why not play both characters so you can use all of the lives?



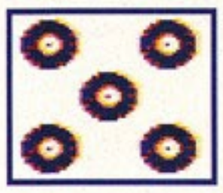
PICK UP USEFUL ICONS ON THE WAY

Throughout the levels and stages, you'll be able to find items that will be useful on your quest. Some you have to find above and in hidden areas. Good luck in finding them!



EXTRA HEALTH

Replenish your health by finding the Heart icon.



RECORDS

These are your weapons. Use them to survive.



HOURGLASS

Running out of time? Find this to increase your time.



MUSIC NOTE

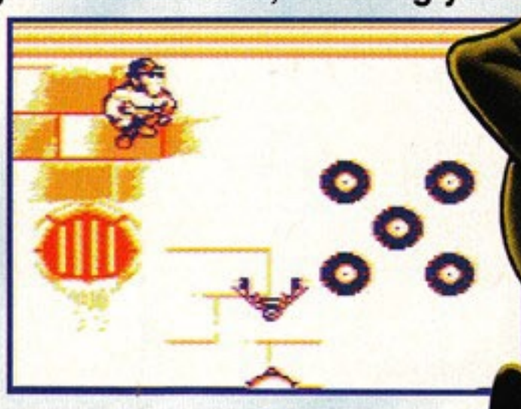
Find these notes and in the end you'll be rewarded.



POWER-UP!

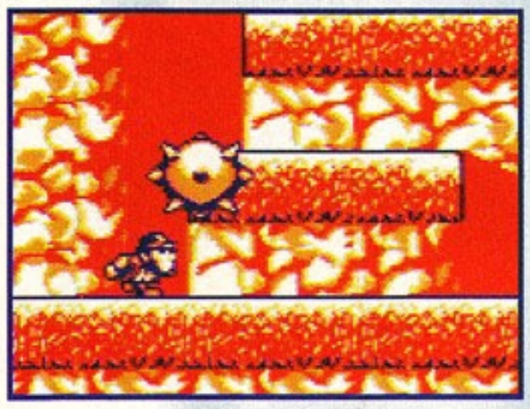
I'm gonna pump you up! Find this icon, and really give your enemies a big-time scare. As you achieve this power-up, you will notice that you've gained a little weight. Hey, this is the way to go. This power-up enables you to jump higher than normal, meaning you can avoid all of those troublesome enemies and obstacles on the way.





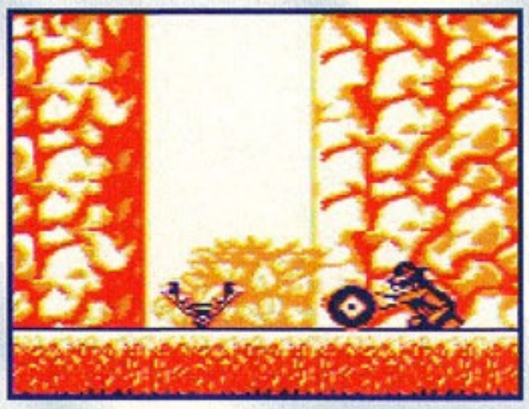


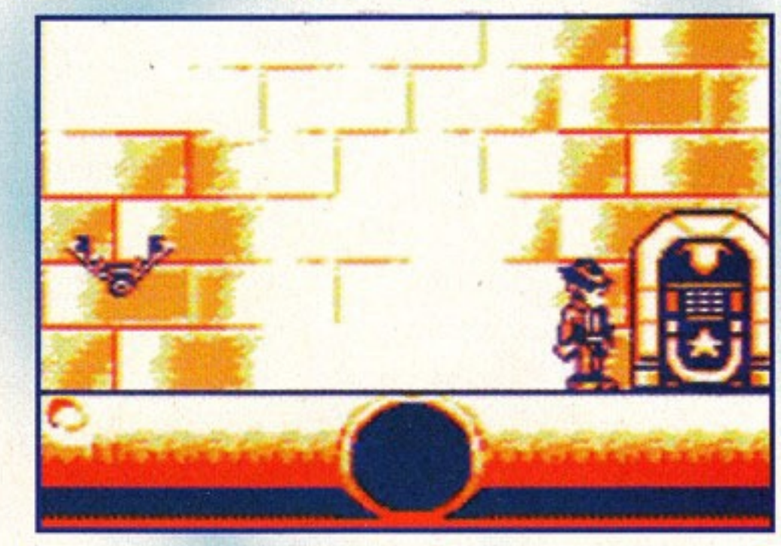
Jump on the mushrooms to find hidden items hanging above you.



Duck to avoid the spiked balls. Don't take too much time, though.

Throw your records you have collected at your enemies.





You will have to find the jukeboxes in every level to exit the current stage.

THE GOOD

The ability to play as both characters is a riot. Too funny!

THE BAD

It is quite annoying when you get hit by enemies and you can't control yourself.

THE UGLY

Are records that sharp that they can get rid of enemies? Hmmm...



FACT FILE
BLUES BROTHERS

MANUFACTURER	# OF PLAYERS
TITUS	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
1 MEG	17
THEME	% COMPLETE
ADVENTURE	100%

WE'RE LOOKING FOR A FEW GOOD MICE!



Characters from the popular animated movie, "An American Tail," and the hit home video are now in America's Most Wanted video game!

"Fievel Goes West," for play on Super NES, features the world's feistiest mouse in a Wild West adventure with multiple levels of challenging fun. Incredible graphics and awesome stereo sound bring the magic of the movie right to your fingertips.

Yep, pardner, mosey on down and lasso it for yourself!

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NAME _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

PHONE (_____)_____

BIRTHDATE Month/Day/Year _____

No purchase necessary. Limit one entry per household. Winners notified by telephone. Winners under 18 must be accompanied by parent or guardian. Entries must be postmarked by Oct. 10, 1994. Entry forms property of Hudson Soft, USA. No cash equivalent prize awarded. Air transportation not available in certain cities. Other restrictions apply. Entries restricted to Continental U.S. only. Void where prohibited. Trip must be taken before May 1, 1995. Employees and their families of Universal Studios Hollywood, its subsidiaries, divisions and related companies, its promotional agencies and all participating promotional parties not eligible. Taxes apply. For complete entry rules and list of winners send S.A.S.E. to contest address above. © 1994 Universal City Studios, Inc., An American Tail: Fievel Goes West ® & © 1991 Universal City Studios, Inc. & Amblin Entertainment, Inc.,' All rights reserved. Licensed by MCA/Universal Merchandising, Inc.

GAME GEAR





FACT FILE
SONIC: TRIPLE TROUBLE

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	11
THEME	**% COMPLETE**
ACTION	80%



SONIC THE HEDGEHOG TRIPLE TROUBLE

Sonic and Tails are back! The evil Robotnik has once again caused a royal mess for the high-speed team to clean up. Tricking Knuckles into thinking that Sonic and Tails are troublesome and have plans to steal the Chaos Emeralds, Robotnik pits him against Sonic and Tails! It's a showdown of the speed demons!



The chase is on! The nasty Knuckles has taken the Chaos Emeralds!

GREAT TURQUOISE



Bounce off the trees and collect the scattered coins.



Certain useful items can be collected along the way.



Keep propelling yourself at the underbelly of this Boss!



Hop into a cart and let loose with some speed.



Avoid the annoying fan blades—they interfere with your jumps.



To beat this level, you must destroy some bombing foes.

SUNSET PARK



The heroic hedgehog returns with all kinds of speed!



The fox spins back into action to aid Sonic against Robotnik.



Has Sonic met his match? Knuckles challenges the hyper duo with his abilities.

THE GOOD

Once again, another truly good cart for the Game Gear. Fantastic translation of the Sonic game.

THE BAD

The Bad? Hmm ... I can't find much bad to say for this one. It's a well done game.

THE UGLY

With the Game Gear screen, some of the levels get pretty tweakin' if you spend too much time playing.

Meta Jungleria



Explore the large system of jungle tunnels.



Rebound into the strange obstacles to clear your path.



Again, keep rolling into this guy low. Watch out for his reach!

Robotic Winter



Try not to sink into the quicksand-like snow pits.

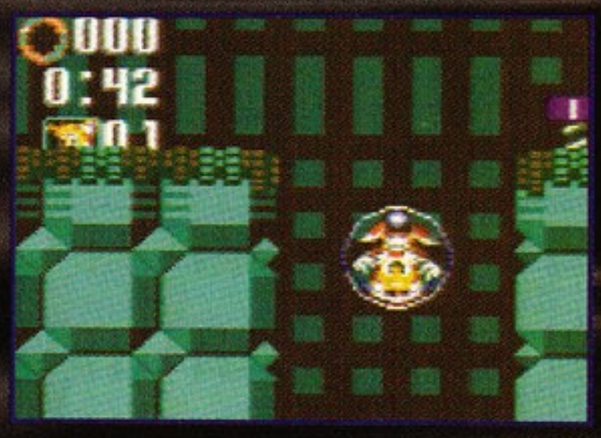


Watch out for the strong winter winds. They'll blow you away.



This thing spits ugly little nasties at you. Avoid and attack!

Tidal Plant



Explore underwater caverns. Be sure to ride in a bubble for air.



You can't hold your breath forever. Watch out for the timer!



It's Knuckles! You'll need skill for this high-speed showdown.

Atomic Destroyer



Navigate the complex warp tunnels of the atomic structure.



Avoid some of the switches. Flip them and say hello to trouble!



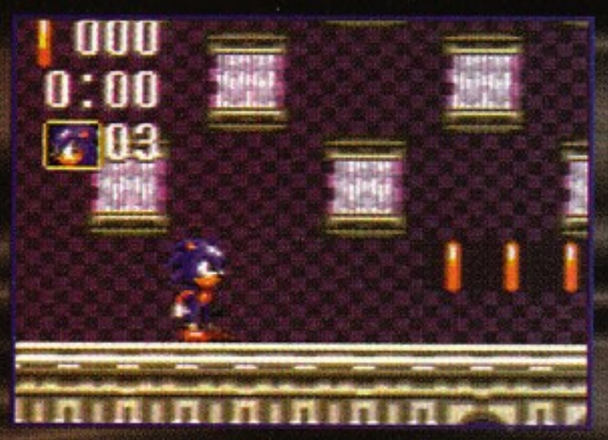
It's attack of the Sonic wanna-be Mechasonic. He's fast!

Awesome Bonus Stages





If you can find the stages with secret warp icons, you can be teleported to special areas where you can collect up to 120 rings. (Without being bothered by enemies!)





BEAVIS AND BUTT-HEAD

FACT FILE
BEAVIS AND BUTT-HEAD

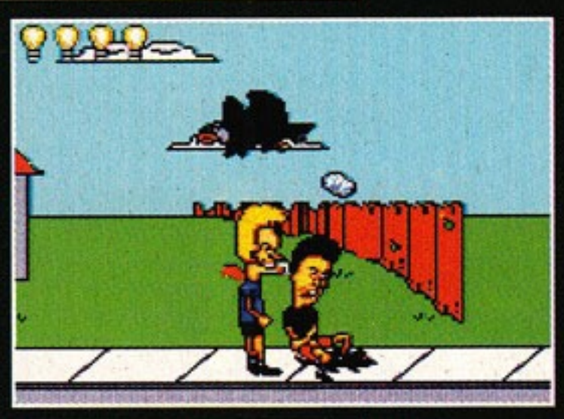
MANUFACTURER	# OF PLAYERS
VIACOM	1
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	N/A
THEME	**% COMPLETE**
ACTION	80%

Beavis and Butt-head are finally here in their own game for the Game Gear! This game is a side-scrolling action game where you control the rude pair through some crazy adventures. You have to jump over fire hydrants and other obstacles while you search cash machines and phones for money. The money will be used later in the game to buy food to keep them alive. But don't eat too much or you'll end up on the toilet! The game features some really cool effects like voices that are directly from the game. If you are a fan of the terrible twosome, then you will get a real kick out of this one!

Level 1



Jump over the obstacle to reach the ice cream on the other side.



Here you can get hit twice so your timing has to be perfect.



Whoa! What's this guy's problem? Run past him quickly to get by.

Be careful!

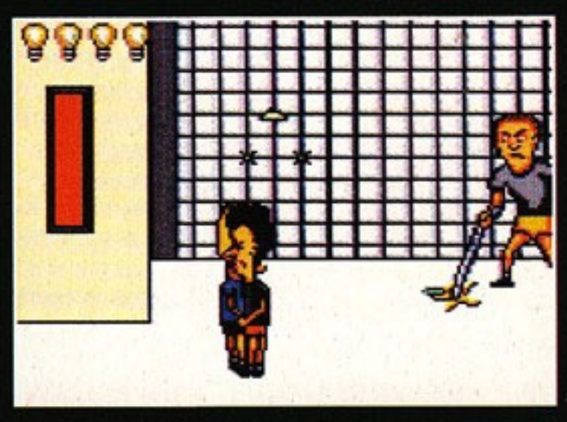


Don't eat too much food or you will end up in the bathroom and lose power.

Level 2



Now you are at the school and you have guys in the lockers.



Beware of this bully. He'll try to keep you from your goal.

THE GOOD

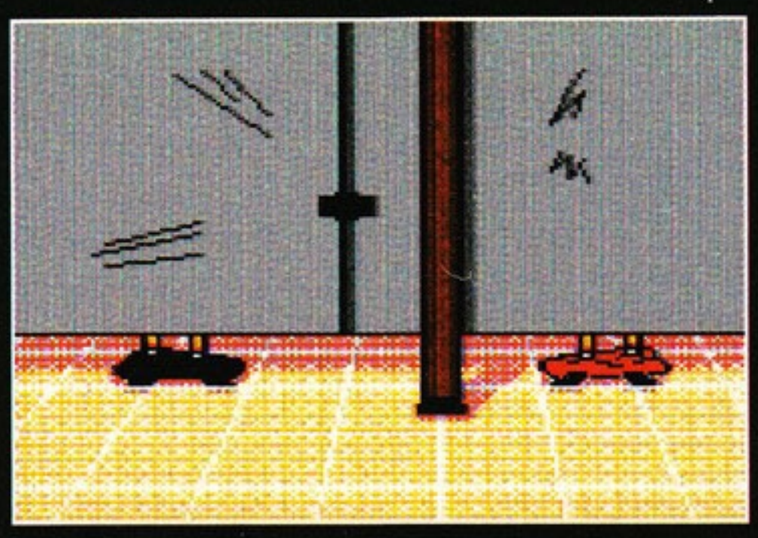
The sounds in this game are really good and the voices are very cool!

THE BAD

Sometimes there are so many enemies that you have to take multiple hits.

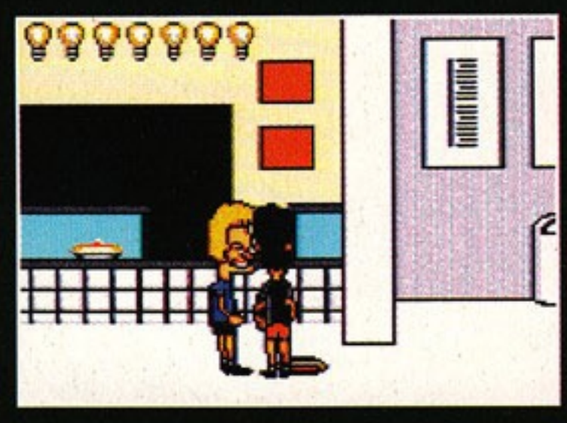
THE UGLY

The dude standing in the middle of the street, wearing leather, attacking you with a whip!



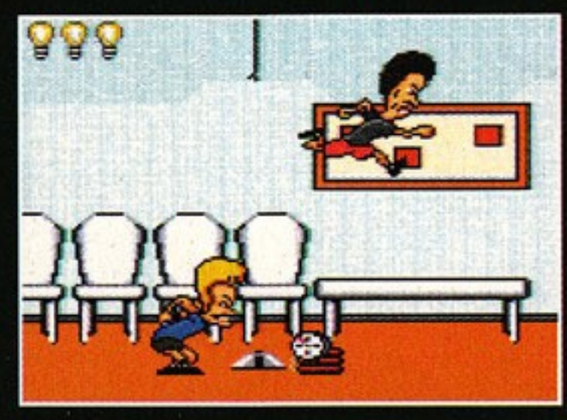
Pick up the money so you can buy food for health.





Push up at the food counter and they will give you health.

Level 3



Even at the hospital there are exploding time bombs.



It's hard to stop and buy food when there are carts everywhere.



This is a hard part to get past because this takes so much power off.

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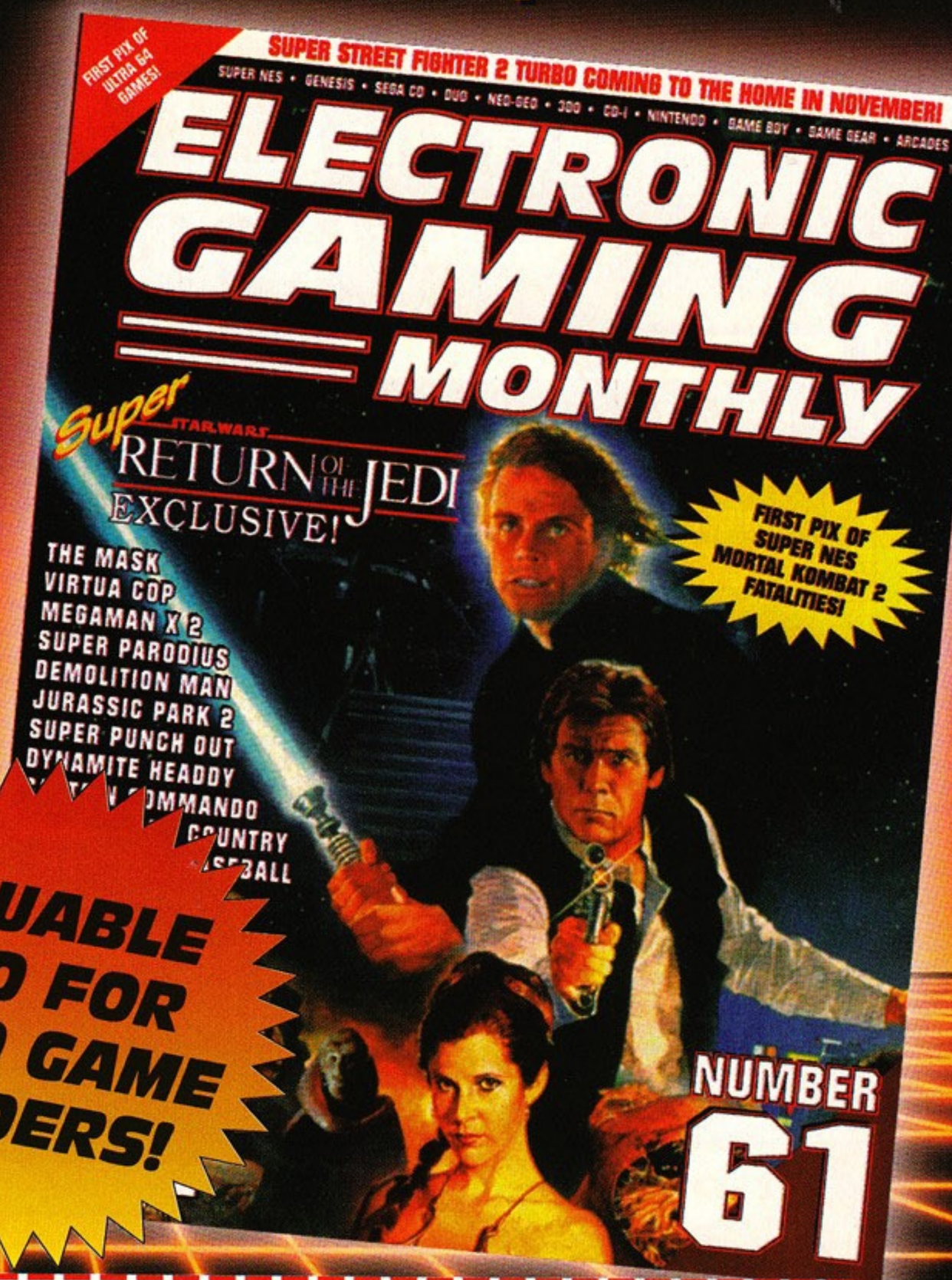
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HEMJ5

GAME GEAR



F-15 STRIKE EAGLE II



FACT FILE
F-15 STRIKE EAGLE II

MANUFACTURER	# OF PLAYERS
MICROPROSE	1
DIFFICULTY	**AVAILABLE**
MODERATE	4TH QTR. '94
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	7
THEME	**% COMPLETE**
SIMULATION	95%

Strap yourself into the cockpit of America's hottest jet fighter, the F-15 Strike Eagle. Fly hundreds of different missions, each with primary and secondary targets, through six game worlds. A streamlined weapons console targets enemy planes so you can concentrate on flying and fighting. Enemy pilots and missile crews act and react intelligently. Pilot your F-15 on dangerous missions in the Persian Gulf. Locate and destroy chemical warfare plants, blast entrenched positions, and lead an all-out assault against the enemy's capital city.

THE GOOD

There are plenty of cool missions you can undertake and the digitized voices are pretty good, too!

THE BAD

The graphics are bland and the lack of detail makes it hard to tell if an object is an enemy.

THE UGLY

Although the voices are done very well, I can't really say the same thing about the sound effects.









OPTIONS



At the beginning, choose a new game or play a saved one.

Choose the difficulty setting and set the music options.



MISSIONS



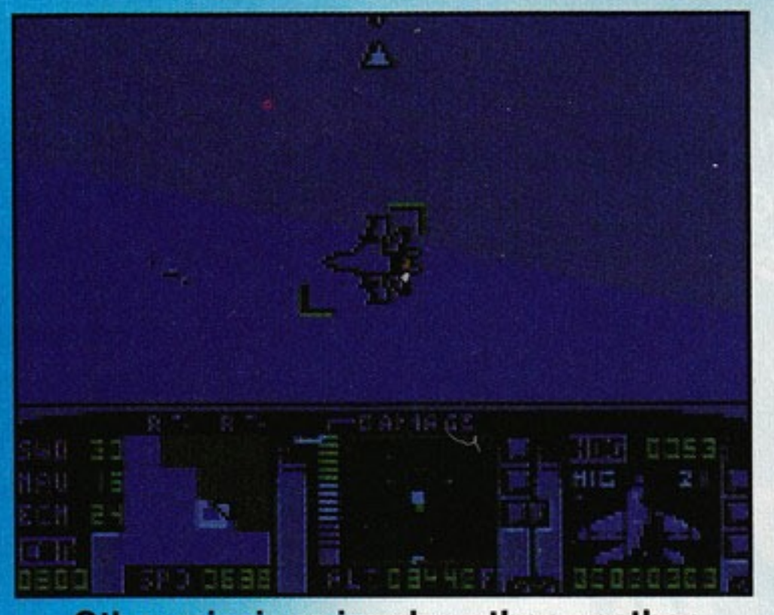
Select from among a huge assortment of missions.

After choosing the mission, you'll be briefed on what's ahead.





Your targeting system will lock onto an enemy, increasing your chances to hit him.

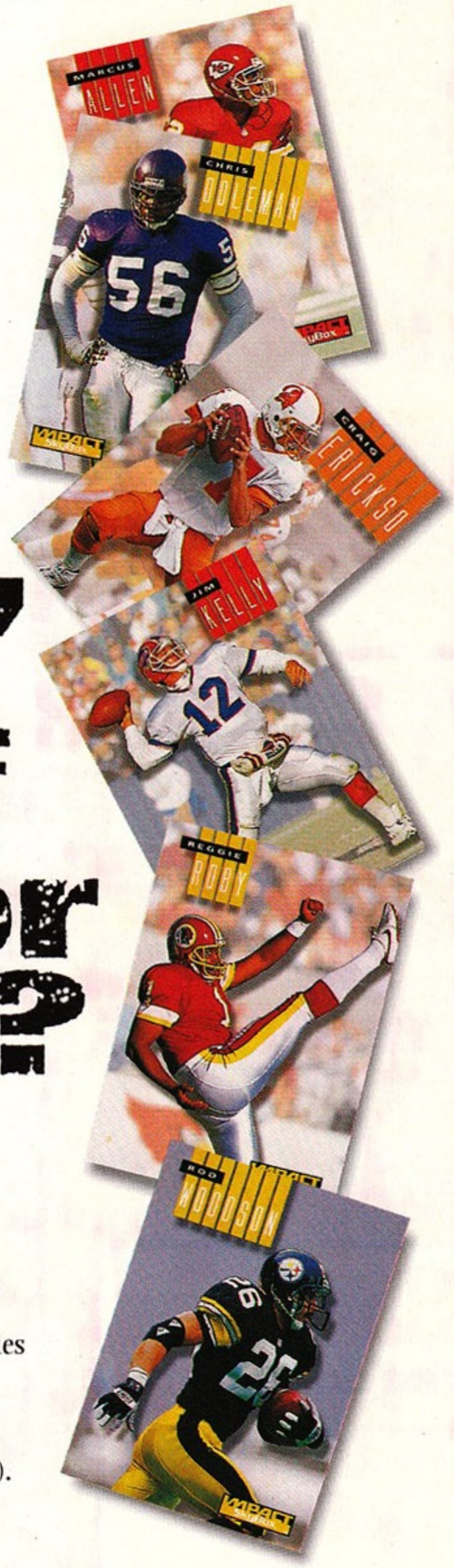


Other missions involve other weather conditions. Here is a foggy fly zone.



Use your missiles on locked targets. They're great for large targets.

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1 FIRST PRIZE:
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30 SECOND PRIZES:
One FCI SNES product

50 THIRD PRIZES:
One FCI T-Shirt

Contest rules: 1. *No Purchase Necessary*. To enter, mail a standard sized postcard to the address specified above. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by October 10, 1994. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. 2. *Prizes*: 1 First Prize: Air transportation for two to "Britannia Manor 1994" in Austin, Texas from nearest gateway city and hotel accommodations selected by sponsors in Austin, Texas for two people (one room) for three days, two nights, two passes for entrance to Britannia Manor 1994, lunch with Lord British, FCI Software. Ground transportation to hotel, "Britannia Manor 19994" and lunch with Lord British. Travel must be completed by October 30,1994 and is subject to availability. First prize has an approximate retail value of $2,500.00. Thirty Second Prizes: One FCI SNES product. Selected by sponsors. Second prize has an approximate retail value of $69.99. Fifty Third Prizes: One FCI T-shirt. Third prize has an approximate retail value of $20.00. Winner will be determined by a random drawing from all valid entries by Electronic Gaming Monthly, whose decisions are final, drawing to be held on or about October 12, 1994. All prizes will be awarded by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of the Sponsors, should the featured prize(s) become unavailable. 3. *Odds of Winning:* The odds of winning will be determined by the number of valid entries received. 4. *Eligibility:* Sweepstakes open to the residents of the United States. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners, travel companions, shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purpose of advertising, trade, or promotion without further compensation, unless prohibited by law. If a minor wins a travel prize, winner must be accompanied by a parent or legal guardian on said travel. Travel companions will be required to sign a liability release. Employees of Sendai Publishing Group, Inc.; Fujisankei Communications International, Inc. and their respective affiliates are not eligible. Neither Sendai Publishing Group, Inc. Fujisankei Communications International, Inc. or their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. 5. *Winners List*: For list of winners, send a stamped, self-addressed envelope to Britannia Manor 1994 Contest Winners, 1920 Highland Avenue, Suite 285, Lombard, IL 60148. Requests for winners lists must be received by October 30, 1994. Allow four weeks for delivery of winners list. 6. *Restrictions:* Void where prohibited or restricted by law. All federal, state, and local regulations apply. 7. *Sponsors:* Contest sponsored by Sendai Publishing Group, Inc.; Fujisankei Communications International, Inc. Sendai Publishing Group is a trademark of Sendai Publishing Group, Inc. Britannia Manor 1994, and Lord British are registered trademarks of Richard Garriott. Ultima is a registerted trademark of Origin Systems, Inc. and Richard Garriott. Nintendo, Super Nintendo Entertainment System, Super NES and the Official Seals are registered trademarks of Nintendo of America, Inc ©1991 Nintendo of America, Inc. ©1991 Nintendo of America, Inc. FCI is a registered trademark of Fujisankei Communications International, Inc. 150 East 52 Street, NY, NY 10022.

ELECTRONIC GAMING MONTHLY

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Ultima "Britannia Manor 1994" Contest!

Ultima Contest Entry Form

How to Enter: Complete entry form and mail to – Ultima Contest (EGM), 1920 Highland Avenue, Suite 285, Lombard, IL 60148

Name _____

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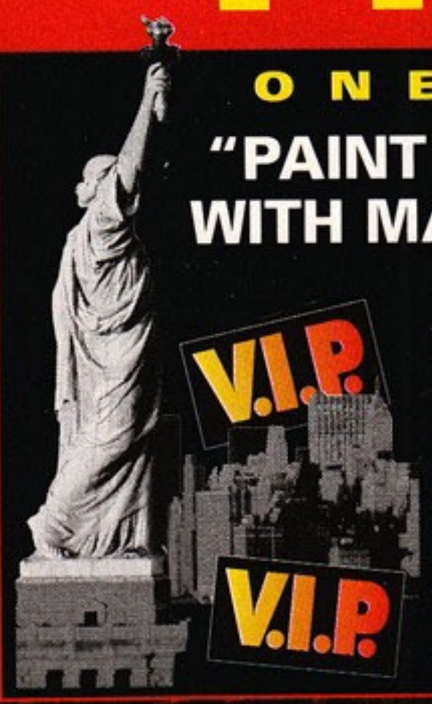
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See official rules for details

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ENTRIES MUST BE RECEIVED BY DECEMBER 1, 1994 • SEE BELOW FOR DETAILS

GENESIS™ SUPER NINTENDO ENTERTAINMENT SYSTEM ELECTRONIC GAMING MONTHLY Acclaim entertainment, inc.

TO ENTER: NO PURCHASE NECESSARY. Complete an official entry form, or print your name and complete address on a 3" x 5" piece of paper. Mail to: "Paint The Town Red" Sweepstakes, P.O. Box 8002, Grand Rapids, MN 55745-0002. Mutilated, incomplete, or illegible entries will be disqualified. Sponsor not responsible for late, lost, postage due, or misdirected entries. Entries must be mailed separately and be received by 12/1/94. PRIZE DRAWING DETAILS: Prize will be awarded in a random drawing conducted on or about 12/15/95 from among all entries received by Marden-Kane, Inc., an independent judging organization whose decisions are final. Odds of winning depend upon the number of eligible entries received. PRIZES: (1) Grand Prize: A 3 day/2 night weekend trip for 2 to New York, NY to attend the winter, 1995 NY Comic Book Convention. Trip includes round-trip coach airfare from the major airport nearest the Winner's home to the nearest major airport of destination, hotel accommodations (room and tax only) for a maximum of one room, event passes, and $500 cash (A.R.V. $2,000). Potential Grand Prize winner must agree to take trip on a specific date or prize will be forfeited and an alternate winner selected. Personal expenses, transportation between the winner's home and the airport, meals and any taxes and gratuities, if applicable, are the sole responsibility of the winner. A minor winner must be accompanied by parent or legal guardian; (5) First Prizes: Maximum Carnage Special Video Game Collector's Edition (A.R.V.$150 ea.); (10) Second Prizes: Autographed Maximum Carnage Comic Book Set (A.R.V. $125 ea. set); (20) Third Prizes: Fleer Trading Card Sheet (A.R.V. $100 ea.); (100) Fourth Prizes: Maximum Carnage T-shirt (A.R.V. $10 ea.). Winners may be required to execute an eligibility affidavit and travel/publicity release. ELIGIBILITY: Sweepstakes open to residents of the United States and Canada. Employees of Acclaim Entertainment, Inc. and Marvel Entertainment Group, Inc., their affiliates, subsidiaries, participating retailers, advertising/promotion/publicity agencies, Marden-Kane, Inc., printing suppliers and the immediate families of each are not eligible. Sweepstakes void in Quebec and wherever else prohibited, restricted or taxed by law. Sweepstakes subject to all Federal, State and Local laws and regulations. Taxes on prizes, if any, are the sole responsibility of the individual winners. WINNERS LIST: For a list of the major winners, available after 1/1/95, send your name and address to: "Paint The Town Red" Winners, P.O. Box 9003, Oyster Bay, New York 11771-9003. RULES: For a copy of full official rules, send your name and address to: "Paint The Town Red" Rules, P.O. Box 9003, Oyster Bay, NY 11771-9003.

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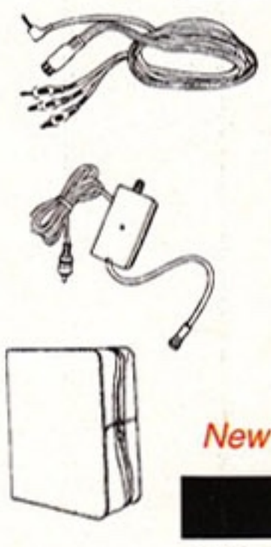
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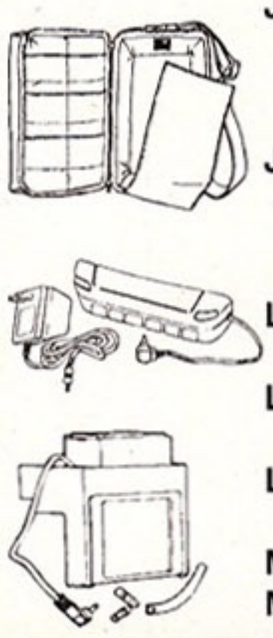
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LIFESTYLES

SCES special

THE POP

The Wristwatch Meets Telecommunications

Step aside, Dick Tracy! Your days of wristwatch communicator exclusivity are numbered. Unveiled for the first time at the Summer CES, the Telewatch from MicroTalk Technologies is a wrist-worn cordless telephone and wristwatch all in one.



Harnassing the very latest in advanced miniaturization technologies, the Telewatch measures a mere 2.2 x 1.6 inches, and only slightly more than 1/4 inch in depth.

But in spite of its size, the Telewatch includes several features often not found on even full-sized cordless phones, including alpha-numeric memory speed dial, a "hold" function, a scrambler circuit for excellent electronic privacy, and an intercom feature that allows you to communicate directly with other Telewatch users.

Like a cordless phone, the Telewatch range is limited. It is intended only for home or office use.

However, MicroTalk Technologies is presently working on a cellular version that would virtually free up the user to phone from almost any location.

With the days of the Dick Tracy wristwatch communicator already upon us, can the Maxwell Smart ShoePhone be far behind?

Strange but True

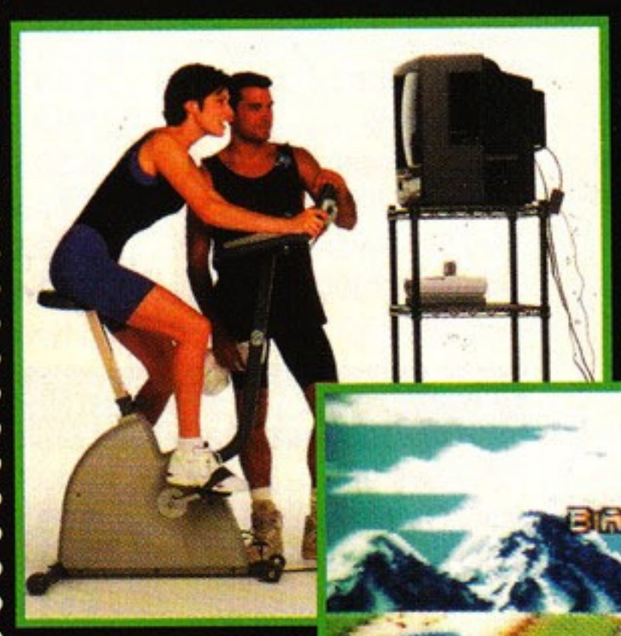
Where Is Spider-Man When You Need Him?
Three climbers representing the Greenpeace organization recently scaled the 47-story Time Life building in New York to protest the use by *Time Magazine* of chlorine-bleached paper. The three were arrested by police on charges of criminal trespassing.

Princely Pronouncement
In an interview with *Vibe Magazine*, the artist formerly known as Prince told interviewers that the symbol which he now uses to represent himself is actually unpronounceable. So what the heck do you call him?

Mountain Bike Indoors

Put on your biker shorts and get ready to race. Nintendo Entertainment and Life Fitness, a leader in interactive sports equipment, have joined forces to introduce the Life Fitness Exertainment System.

Making its debut at the Summer CES, the Life Fitness Exertainment System caught the eye of exercise aficionados and video game enthusiasts alike.





Plugging in to your Super NES, the system includes the Lifecycle 3500X aerobic trainer and two software titles.

The first title, *Mountain Bike Rally* is a knock-down, drag-out, in-your-face road race.

Players can choose to ride as one of a host of shady characters, including California Jack, Mystery Rider, and Raging Beast to maneuver through road bumps, oil slicks, and other dangerous pitfalls.

Bike resistance changes with new terrain and interactive steering allows the rider to dodge any unexpected obstacles.

The second title, *Program Manager*, is a traditional Lifecycle trainer program. It allows exercisers to retain workout information, track progress over time, and obtain fitness goals.

With the Life Fitness Exertainment System, the drudgery and boredom of a regular workout routine are gone. Each race is an exciting new challenge, filled with different surprises along the way.

Nintendo fully intends to release new games for the Exertainment System on an ongoing basis. And Life Fitness plans to release a whole line of fitness equipment compatible with the Super NES including a Life Fitness treadmill and a Lifestep stairclimber.

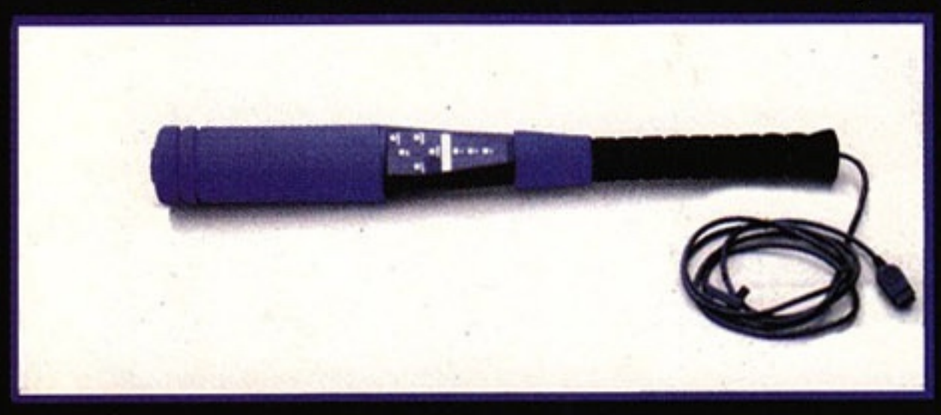
And due up sometime soon: pedal-powered Pac-Man for the Exertainment System.

CULTURE SOURCE FOR EGM READERS

Batter Up is a Home Run Hit

Mom always said, "Don't play ball in the house!"

Well Mom, get ready for all of that to change as Sports Sciences introduces the new interactive Batter Up.



Batter Up is the first-ever interactive video baseball bat. Compatible with both the Sega Genesis and the Super NES, Batter Up works with all baseball games designed for either system. From Nintendo's *Ken Griffey, Jr. Presents* to Sega's *World Series*, get ready to step up to the plate and swing for the stands.

Made by the makers of last year's TeeV Golf, Batter Up is a foam-covered plastic bat that actually lets you swing at the video pitch. Timing is the key as your cut must turn the plate at the moment the pitch crosses it. All offensive moves are controlled with the bat.

Batter Up is available in both standard and wireless versions. The wireless version also comes with a wireless hand controller to give you and your opponent the best interactive baseball experience.

So if you have the mettle to stand in for a Randy Johnson fastball or the skill to hit the Greg Maddux curve, then make like Frank Thomas and give your opponents a taste of "the Big Hurt"

Warning: The Batter Up Interactive Baseball Bat is not suitable for corking.

New Phonecard Makes Cents

Say goodbye to those days of pumping quarters into payphones; TLC's PhoneCash is the calling card anyone can get.

PhoneCash is an innovative, new calling card service. The card works like any other calling card–callers dial an 800 number and a PIN–but with one slight difference; the PhoneCash card is already *pre-paid.*

That's right. Buyers can purchase PhoneCash for $5, $10, or $25 at convenience stores and other retail outlets. As the card is used, a computer voice will tell the user how much time remains on that particular card. When that card is spent, callers simply need to purchase another.



The beauty of the PhoneCash card is not only does it eliminate the need for quarters at a payphone, but it can eliminate that nasty end-of-the-month phone bill, because it allows you to better budget your phone time.

Rare Football Card Discovered

This football card is considered by experts to be the last one of its kind still in existence. In a series of bizarre mishaps during the 1970s, office fires and natural disasters destroyed what was thought to be all of this limited edition series. Produced by the now-defunct Swill Cards, the card highlights the illustrious career of gridiron legend and Beat poet, Frank Kurtz. Sotheby's of New York estimates the actual worth of the card to be somewhere in the neighborhood of $20,000.



FAST FACT: Frank is pictured here during his famous halftime "speech" at the Bulldog's 1951 championship game against the Chattanooga Bearcat. Frank passed out cold soon after this photo was taken, but his speech propelled his team on to 32 unanswered points and a 49-48 comeback victory. Frankie Avalon later immortalized the speech in a famous scene from the 1962 blockbuster "The Loose Cannon."

1953 Pittsburgh Bulldog

Ht: 5'8 Wt: 200 lbs. Born: 9/13/28 School: Slippery Rock

The first player ever to gain over 1,000 yards rushing and passing in the same season, many experts hailed Kurtz as the first great fullback of the modern era. Nicknamed "The Cannonball" for his fierce running style, the rugged Kurtz once broke seven helmets (including three of his own) in one game!

Kurtz amassed 8,875 yards during his brilliant five-year career, which many say was cut short by his fondness for genuine Kentucky Sourmash.

At the peak of his playing days, The Cannonball was feared by not only the opponents, but also by the opposing team fans. His police record is peppered with incidents of assault against Bulldog fans.

•Frank's snafu in a 1948 game against the Hackensack Steamboat, when he ran 98 yards—the wrong way—for a touchdown still ranks in highlight reels as one of the greatest sports flubs of all time.

The Next Generation: The Adventure Lives On...

Spectrum-Holobyte to Release New Title for the PC CD-ROM

Has the cancellation of *The Next Generation* left you catatonic? Do you find yourself watching the re-runs and salivating for more? Does your overzealous anticipation for the *Star Trek Generations* movie throw you to a sweat-drenching frenzy?

Well Trekkers, if you answered yes to any one of these three questions, then take heart. Help is close at hand with Star Trek: The Next Generation A Final Unity, a brand new CD-ROM adventure for the PC.

The game is true to the look and the feel of the show. With all eight of the show's principal actors lending their actual voices to the CD-ROM, *"A Final Unity"* delivers to game players the personal experience of a genuine Star Trek voyage.

The story is epic in the grand tradition of graphic adventures, incorporating elements of a sophisticated space-flight simulation. Players embark on various missions in the name of the Federation and find themselves trapped in the middle of an unfolding mystery with the Enterprise crew.

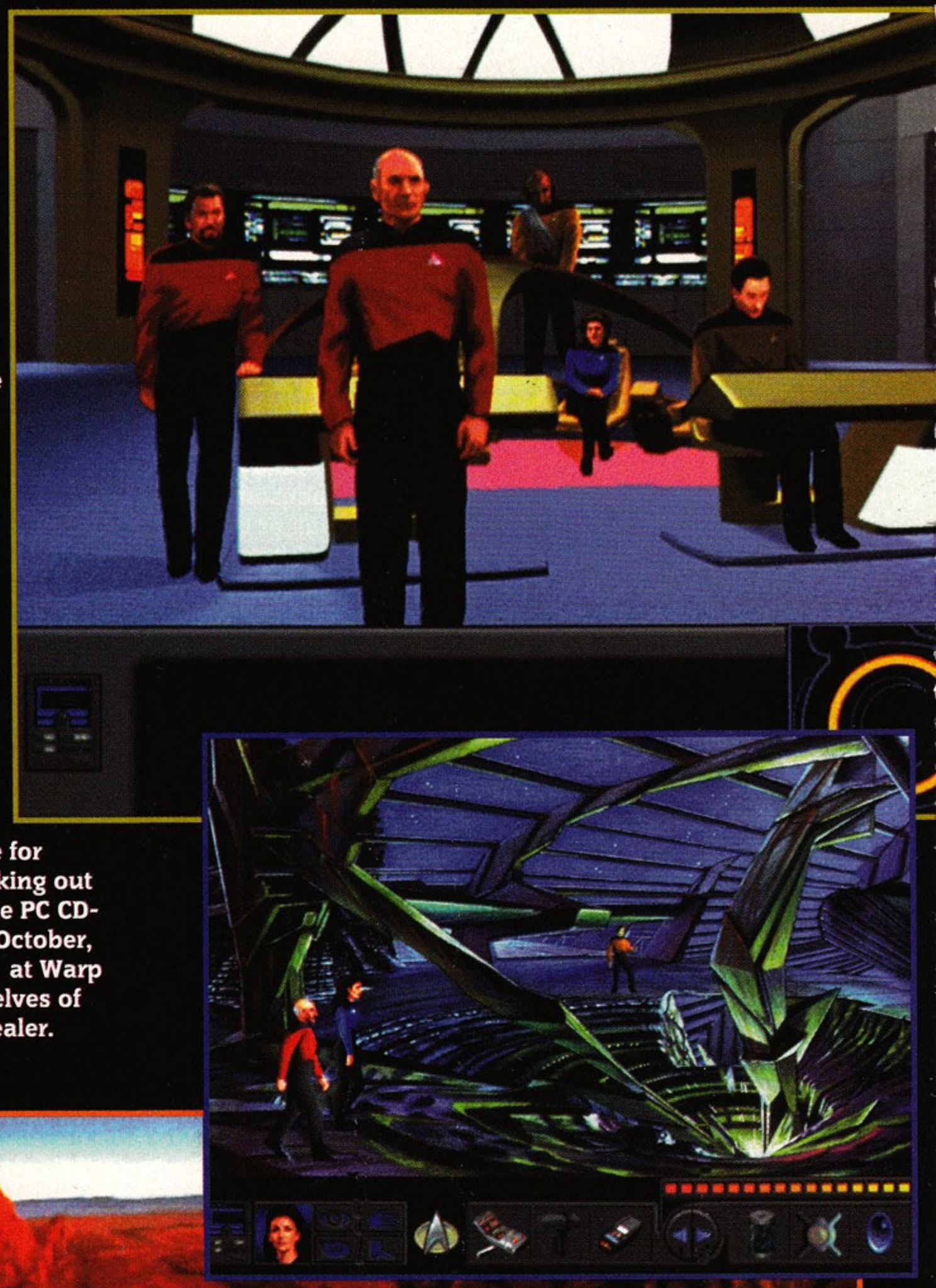
Within this intergalactic adventure, players must maneuver the Enterprise within a 3-D tactical space, beam down Away Teams to investigate alien planets, explore the many hundreds of stars that lie within known space, and employ the vast resources of the U.S.S. Enterprise to meet the challenges that lie ahead.

With seven of the main characters to choose from, players must decide which crew member is best suited to tackle each and every given situation.

A Final Unity is the latest title from Spectrum-Holobyte, the folks who earlier beamed home Star Trek: The Next Generation Futures Past for the Super NES.

In addition, Spectrum-Holobyte has recently inked a deal with Paramount Pictures, allowing them the rights to develop new games based on the highly anticipated *Star Trek Generations* movie due out in November.

In the meantime, Star Trek enthusiasts will want to whet their appetite for adventure by checking out A Final Unity for the PC CD-ROM. Available in October, look for it to move at Warp Factor 8 off the shelves of your local game dealer.





From Coast to Coast SuperTour '94 Delivers

Building on the unprecedented success of SuperTour '93, this year's *EGM/HERO* SuperTour looks to be an even greater success.

With over 20 stops nationwide, SuperTour '94 will hit mega malls and comic book conventions in almost every major metropolitan area, giving kids everywhere a taste of the action.

Comic fans love the SuperTour for the chance to meet some of the hottest artists working on their favorite comic books. Image Comics, as the sole comics sponsor of SuperTour '94, has brought onboard a slew of fantastic artists and characters to make guest appearances at each and every stop.

Video gamers love the SuperTour for the opportunity to try out some of the coolest new games and systems before anyone else does.

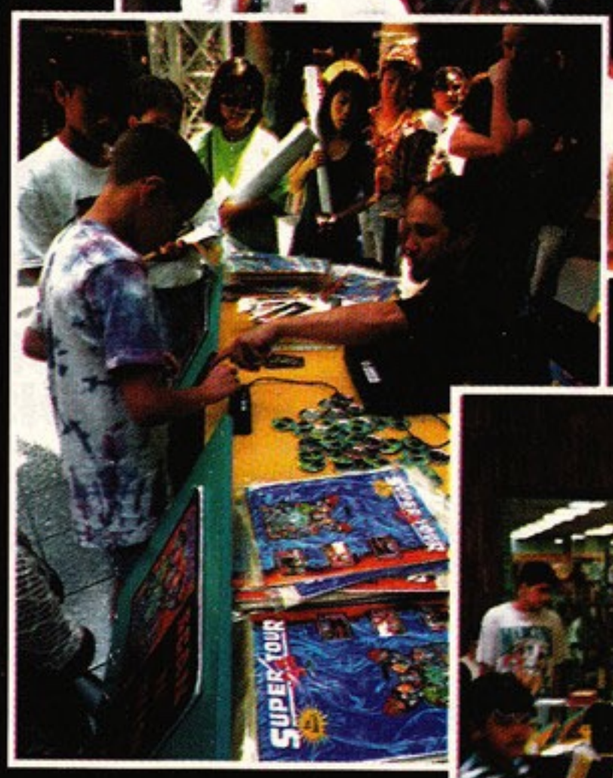
The second annual SuperTour features some of the best new video games like Charles Barkley Shut Up and Jam!, Claymates, Mega Turrican, and John Madden Football.

Gamers can check out first-hand new systems like the Atari Jaguar and the Panasonic REAL 3DO, as well as exciting new products like the ASCII Super Controllers and the Interactor virtual reality vest from Aura Systems.

On top of all that, SuperTour '94 offers plenty of excitement in the way of contests, competitions, and giveaways with great prizes like an Atari Jaguar and a *Tales from the Crypt* pinball machine from Data East. Everyone walks away from the SuperTour a winner.

SuperTour '94 grinds to a close very soon with a final stop September 9-11 at the Southcenter Mall in Seattle, WA. But don't worry too much if you missed the bus this year; SuperTour '95 is right around the corner.







A special thanks to ASCIIWARE, Captron G&G, Electronics Boutique, Software Etc., The Wherehouse, and the following SuperTour sponsors:

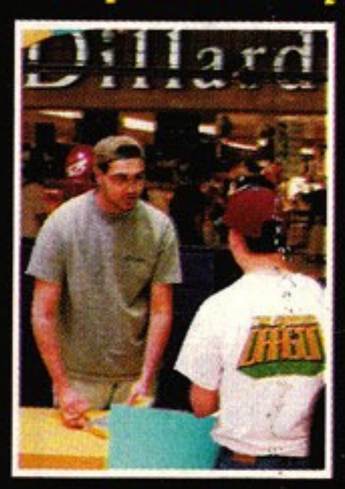


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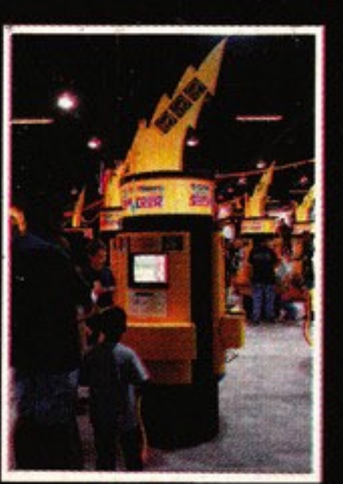
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ADVERTISER INDEX

Advertiser	Page
Absoloute	87, 177
Acclaim	7, 181, 185
Accolade	2-3, 84-85, 98-99
American Laser Games	173
ASCII Entertainment	212 (OBC)
ASG Technologies	27
Atari Corp	40-41, 66-67
Aura	74-75
Bandai Americ,	153
Blockbuster	33
BRE Software	203
Bullet Proof	19, 29
Chips & Bits	209
CVA	208
Dataeast	90-91
Domark	17, 34-35
Electronic Arts	97, 109, 118-119, 124-125
Enix America Corp.	155
FCI	93
Fleer Corp.	11
Gameland	206
Games Galore	205
Game Stuff	207
Gametek	49
Gizmo's Gadgets	197
Hudson Soft USA	123, 187
Intellimedia Sports	101
Interplay	60-61,112-113, 126-131,133,167
Japan Video Games	204
Koei	69, 71
Malibu Comics	134
Mandingo Ent.	183
Mc O'River	157
Namco	89
Natsume	39
Nintendo of America	20-21
Nu Reality	43
Panasonic	50-51
Philips Interactive	110, 111
Playmates	151
Sega of America	171
Sky Box	193
SNK Corp.of America	59
Square Soft, Inc.	13, 15, 30-31
STD Entertainment	8-9, 73
SSI	195
Sunsoft	211 (IBC)
Tecmo	95
Tetragon, Inc.	53
Time Warner	56-57, 105, 107
Turbo Zone	55
Ubi Soft	103
U.S. Gold	46-47
Viacom New Media	23
Vic Tokai, Inc.	81, 83
Virgin Games	77, 79
Williams Ent.	37
Working Designs	63, 65
World Intl. Trading	207
Zappers	202

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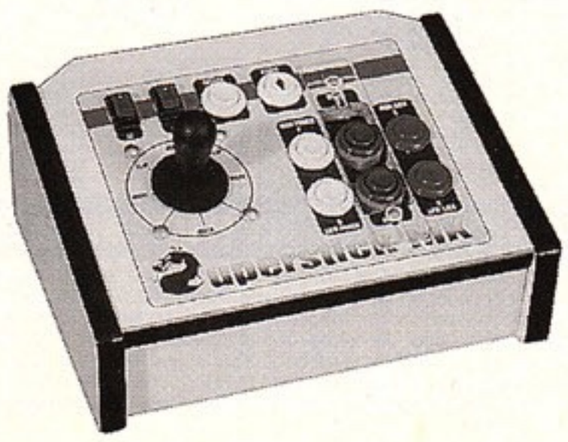
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Balloon Fight	7	2
Baseball Stars	15	5
Bases Loaded	4	1
Bionic Commando	6	2
Blades of Steel	6	1
Bomberman	15	6
Bubble Bobble	13	4
Castlevania	3	1
Castlevania 2	7	3
Castlevania 3	13	4
Caveman Games	10	3
Contra	4	1
Donkey Kong 3	9	3
Donkey Kong Classics	16	6
Double Drag 2	3	1
Double Dribble	5	1
Dragon Warrior 3	32	12
Ducktales	10	3
Excitbike	3	1
Final Fantasy	16	6
Flinstones	24	8
Goal	10	4
Godzilla	16	5
Ikari Warriors	4	1
Jordan vs. Bird Basketball	4	1
Karnov	5	2
Kung Fu	3	1
Legend of Kage	4	1
Life Force	6	2
Maniac Mansion	13	4
Marble Madness	14	5
Marvels X-Men	19	5
Mega Man 2	8	3
Mega Man 3	7	2
Mega Man 4	17	5
Metroid	6	2
Nascar Challenge	19	6
Nobunaga's Ambition 1	13	5
Pac-Man	17	6
Pinball	9	3
Popeye	9	3
POW	10	3
Punch Out	3	1
Q - Bert	17	6
Rampage	6	2
Rescue Rangers	15	5
Seven-twenty Degrees	7	1
Shadowgate	6	2
Shinobi	15	5
Simpsons 2: Bart Vs. the World	15	6
Super Dodgeball	15	5
Super Mario Brothers 2	5	3
Super Mario Brothers 3	8	3
Superman	10	3
T.M.N.T. 1	3	1
T.M.N.T. 2	6	2
T.M.N.T. 3	16	5
Tecmo Bowl 1	5	2
Tecmo Bowl 2	12	4
Tetris	15	5
Tiger Heli	4	1
Top Gun 2	3	1
Twin Cobra	7	3
Wizards & Warriors 1	4	1
Wrath of the Black Manta	4	1
Zelda 2	4	1

Super NES

<SNES>	SELL	BUY
7th Saga	52	20
Act Raiser	37	13
Aero The Acrobat	44	17
Aerobiz	49	25
Alien Vs. Prediator	42	15
Alladin	49	18
American Gladiators	32	13
Art of Fighting	42	15
B.O.B	45	18
Battle Grand Prix	44	20
Battletoads/ Double Dragon	39	20
Best of The Best	28	9
Big Run	49	20
Bill Walsh Football	11	3
Biometal	47	20
Bubsy	44	17
California Games 2	39	15
Captain America	39	15
Captain Novalin	43	20
Carman Sandiego	39	16
Castlevania 4	29	10
Championship Pool	47	22
Chavez Boxing	69	25
Chessmaster	62	24
Chester Cheetah 2	59	22
Clay Fighters	37	14
Cliffhanger	47	20
Clue	44	20
Contra	37	13
Cool Spot	49	18
Daffy Duck	49	22
Death Valley Ralley	31	12
Dig Spike Volleyball	47	20
Dragons Lair	38	15
Equinox	45	20
ESPN Baseball	52	22
Eye of Beholder	52	20
F Zero	19	6
F1 Roc	43	20
Family Feud	47	20
Fatal Fury 2	52	24
FIFA International Soccer	58	22
Final Fantasy 2	49	20
Final Fantasy HQ	34	10
Final Fight	13	5
Football Fury	49	20
Genghis Khan 2	59	28
Goof Troop	47	20
Hit the Ice	39	13
Home Alone 2	33	12
Hyper V-ball	55	20
Inindo	39	17
Jack Nickdaus Golf	52	25
John Madden Football '94	26	8
Jurassic Park	37	12
Ken Giffin Jr. Baseball	49	22
Last Action Hero	49	22
Lawnmower Man	49	22
Legend	39	12
Lethal Enforcers w/ gun	74	35
Liberty or Death	66	22
Lost Vikings	39	20
Mano is Missing	37	12
Mano Paint w/ Mouse	49	20
Mano's Time Machine	49	22
Mario Kart	44	15
Mega Man X	44	13
Mickey Mouse's Magical Quest	45	20
Mickey UI Challenge	61	30
Might and Magic 2	54	25
Mortal Kombat	26	8
Mystical Ninja	24	8
NBA Jams	57	20
NBA Showdown	29	8
NHL Hockey '94	44	17
Nigel Mansel Racing	49	20
Nobunaga's Ambition	77	40
Palladin's Quest	54	25
Pebble Beach	57	22
PGA Tour Golf	57	25
Pirates of Dark Water	64	25
Populous	14	5
Prince of Persia	37	17
PTO	62	25
Rabbit Rampage	59	22
Raiden Trad	37	15
Ranma 1/2	57	20
Ren and Stimpy	43	17
Rival Turf	16	6
Robocop VS. Terminator	36	15
Rocko's Modern Life	49	20
Romance of 3 Kingdom 3	76	40
Romance of 3 Kingdoms 2	56	22
Secret Mission	56	25
Shanghai 2	59	25
Sim Ant	59	4
Sim City	39	15
Simpsons Bart's Nightmare	34	12
Spederman and X-man	29	10
Star Fox	18	8
Star Trek	49	20
Street Fighter 2	24	8
Street Fighter 2 Turbo	35	10
Stunt Race FX	64	22
Super Aquatic Games	21	7
Super Bass Loaded 2	47	22
Super battletank 2	53	20
Super Black Bass	66	26
Super Bomberman w/o multi tap	52	20
Super Ceasar's Palace	59	25
Super Double Dragon	27	10
Super Empire Strikes Back	49	20
Super Mario All Stars	32	10
Super Mario World	8	1
Super Metroid	54	20
Super Off Road Baja	40	15
Super Play Action Footaball	15	5
Super Street Fighter 2	67	40
Super Tecmo Bowl	37	12
Super Tecmo NBA	20	7
Tazmania	45	16
Terminator	39	15
Tiny Toons	35	13
TMNT 4	29	10
TMNT Tournament Fighters	45	17
Top Gear 2	55	20
Turn n' Burn	52	24
Ultima False Prophet	67	30
Uncharted Waters	54	24
Wheel of Fortune	49	22
Winter Olympic Games	54	25
Wizardy 5	69	30
Wolfenstein 3D	54	22
Wrestlemania	18	6
WWF Royal Rumble	34	14
Yoshis Cookie	37	15
Zelda 3	24	8

Sega Genesis/ Sega CD

Aero The Acrobat	44	15
Alien 3	37	15
Alladin	39	15
American Gladiators	37	20
AWS Soccer	64	25
Barkley Shut Up and Jam	49	20
Battletoads/ Double Dragon	47	12
Beauty and the Beast R	39	15
Best of the Best	44	16
Bill Walsh Football '95	49	??
Blaster Master 2	39	15
Body Count	49	20
Bulls Vs. Blazers	17	5
Caesar's Palace	59	24
Carmen Sandiego in Time	23	7
Castlevania Bloodiness	33	12
Chessmaster	49	20
Clue	44	22
Cyber Cop	29	10
Desert Strike	19	6
Dinosaurs/ Hire	49	20
Double Dragon	37	17
Double Dragon 3	34	15
Dr. Robolnik's Mean Bean Machine	47	20
ESPN Baseball	62	25
Eternal Champions	37	12
F-15 Strike Eagle	49	20
Family Feud	52	22
Fantasia	34	10
Fatal Fury 2	50	20
Ferran GP	34	15
FIFA Soccer	57	24
Flash Back	44	18
Gauntlet 4	49	22
Genghis Khan 2	64	30
Golden Axe 2	29	10
Greatest Heavy Weights	35	14
Hardball 3	31	10
Hit the Ice	39	20
Home Alone	35	17
Immortal	36	13
Jeopardy Sports Edition	49	20
Jeoperdy	45	20
Joe and Mac	??	20
Joe Montana NFL '94	29	7
John Madden Football '94	19	5
Jungle Book	49	20
Jungle Strike	46	20
Jurassic Park	29	10
King Salmon	44	18
Land Stalker	44	15
Lemmings	37	16
Lethal Enforcers w/ gun	69	30
Little Mermaid	39	16
Lotus 2	49	22
Marble Maddness	42	20
Michael Jackson Moonwalk	32	10
Mickey and Donald World/ Illusion	39	12
Mickey Mouse Castle/ Illusion	39	12
Mickey Ultra Challenge	52	25
MLBPA Baseball	57	24
Monopoly	46	20
Mortal Kombat	29	10
Ms. Pac Man	44	20
NBA Action '94	49	17
NBA Jams	49	20
NBA Showdown	57	24
Nigel Hansel Racing	47	20
Nobunaga's Ambition	59	20
Pacmania	44	20
Pele Soccer	49	25
PGA European Tour	62	22
PGA Tour Golf2	42	17
Phantasy Star 3	29	10
Pink Goes Hollywood	39	10
Prince of Persia	39	15
PTO	69	35
Quackshot	19	7
R.B.I. Baseball '94	51	22
Ranger X	47	17
Risky Woods	34	12
Road Rush 2	56	22
Robo Cop VS. Terminator	37	13
Rocket Knight Adventures	42	18
Rolling Thunder 3	44	16
Romance of the 3 Kingdoms 3	72	35
Shadowrun	45	18
Shanghai 2	64	24
Side Pocket	49	22
Sonic Spinball	34	10
Sonic The Hedgehog 3	46	15
Spiderman and X-man	42	15
Splatterhouse 3	35	13
Steel Talons	23	7
Street Fighter Championship	37	14
Street of Rage 3	54	25
Super Monaco GP 2	39	18
Super Street Fighter 2	67	30
Super Tecmo Bowl	22	7
Super Tecmo NBA	34	10
Terminator 2-Arcade	39	18
Terminator 2-Judgement Day	37	15
Tiny Toons	47	20
TMNT-Hyperstone Heist	39	15
TMNT-Tournment Fighters	39	15
Toe Jam and Earl	35	12
Toe Jam and Earl 2	47	18
Tom and Jerry FA	49	20
Uncharted Waters	47	20
Virt Pinball	49	20
Virtual Racing	64	20
Wheel of Fortune	51	25
Winter Olympic Games	47	20
World Championship Soccer 2	57	22
World Cup '94	64	25
World Trophy Soccer	44	20
WWF Royal Rumble	37	13
WWF Super Wrestlemania	17	6
Zombie Ate My Neighbors	32	10
Sega CD	<<Sell>>	
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Bill Wash College Football	37	10
Dracular Unleashed	34	10
Eye of the Beholder	39	18
FIFA Soccer	57	20
Final Fight	29	10
Jurrassic Park	31	10
Lethal Enforcers	59	25
Luniar	39	18
Mortal Combat	48	16
Prince of Persia	16	5
Revenge of the Ninja	44	17
Slipheed CD	39	12
Star Wars	53	??
Thunder Strike	42	15
Time Gap	29	10
Tomoat Alley	44	15
Vay	53	19

Super Famicon

<Super Famicon>	SELL	BUY
Act Raiser 2	42	12
Aerobiz 2	119	50
All Japan Pro-wrestling 2	59	20
Astro Boy	57	15
Battle Dodge Ball 2	34	10
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Doraemon 2	74	30
Dragon Ball 2 Z	74	20
Dragon Warrior I & II	44	10
Dragon Warrior V	29	8
Extra Inning '94	64	30
F-1 Circus 2	49	20
Family Tennis	89	35
Fatal Fury 2	44	12
Final Fantasy 6	99	35
Fire Emblem	59	15
Gazira, Super	89	25
GP-1	64	15
Gundam F-91	19	5
Gundam X	49	10
J-Leage Super Soccor	54	17
Kerokerokero P15 Adventure	56	20
King of The Monsters 2	55	24
Kunio's Dodge Ball	39	10
Legend of Mystical Ninja 2	64	18
Super Life	119	55
Lufia	39	12
Macross	59	20
Mazinger Z	39	13
Momotaroden Tetu 2	99	35
New Japan Pro-Wrestling	49	15
Nobunaga's Ambition 3	84	25
Orgusta Golf 2	129	55
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Robot Battle EX	64	15
Romance of The 3 Kingdom 3	72	25
SD Great Battle 2	29	10
SD Gundam 3	59	22
SD Gundam Gaiden 2	27	9
SD Gundam GX	129	55
SD Gundam Operation V	36	10
Secret of Mana	24	5
Slam Dunk	39	10
Slam Master	49	12
Slap Shot	42	10
Street Fighter II Turbo	34	8
Sumo spirit	29	8
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Super Famista 3	99	40
Super R-Type	19	6
Super Street Fighter II	99	?
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ULTIMA RUNES OF VIRTUE	59
UNTOUCHABLES	55
WORLD HEROES 2	59
BEAUTY & THE BEAST	59
LIFE & DEATH OF SUPERMAN	62
AERO FIGHTERS	55
POWER RANGERS	64
JAMMIT	58
SPEEDY GONZALES	55
ADDAMS FAMILY VIRTUES	57
AL UNSER JR.	54
BATMAN-ANIMATED SERIES	59
BRAINLORD	58
DRAGON VIEW	59
FIGHTER'S HISTORY	58

PLEASE CALL FOR ANY GAMES & ACCESSORIES NOT LISTED!!

Sega Genesis

MORTAL KOMBAT II (SEPT. 9TH)	64
IMPOSSIBLE MISSION	54
ITCHY & SCRATCHY	47
MICHAEL JORDAN	49
MIGHT & MAGIC III	59
SYLVESTER & TWEETY	56
OUTRUNNERS	59
LIBERTY OR DEATH	62
BATTLETECH	55
DICK VITALE HOOPS	55
VIRTUAL BART	54
TAZ ESCAPE FROM MARS	52

Sega CD

DUNGEON MASTER - SKULL KEEP	47
BATTLECORP	46
CHAMP. SOCCER '94	54
OUT OF THIS WORLD 2	52
SOUL STAR	45
WHEEL OF FORTUNE	54
MEGA RACE	46
FLYING NIGHTMARES	46

3 D O

AD&D SLAYER	55
MAD DOG II: LOST GOLD	53
WAY OF THE WARRIOR	54
STAR CONTROL II	55
THE 11TH HOUR	59
DRAGON LORE	47

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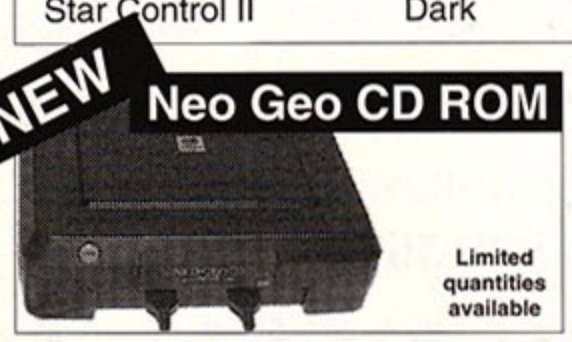
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Don't get too confident, though, because Akuma's power is toned down to make matches fair. For example, Akuma can only throw one Air Fireball instead of two, and all damage ratios are weak. Two players can pick Akuma using this trick as well! Look for the new special Akuma ending, too!

This Super Trick comes directly from Steve Warwick, of Los Angeles, CA. Many thanks, Steve!

INSTRUCTIONS

The first step to Akuma's trick starts with a machine set on Free Speed Select. You must select Speed 3 with the Fierce button when your character's cursor is on Ryu (player one or two). Once you press Fierce to select the speed, pause two seconds on Ryu. Move directly to T.Hawk and pause two seconds. Move to Guile and pause two seconds. Move to Cammy by passing through Dhalsim. Pause for two seconds again. Move directly to Ken then up to Ryu, where you pause for two seconds one last time. Then press all three punch buttons and your Start button (1P for player one, 2P for player two) at the same time. Akuma will replace Ryu as your character selection!



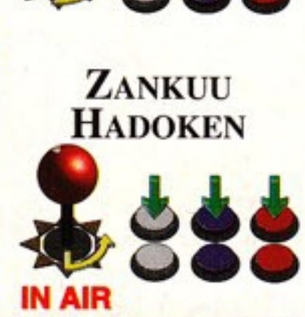


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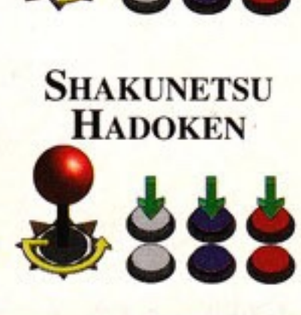
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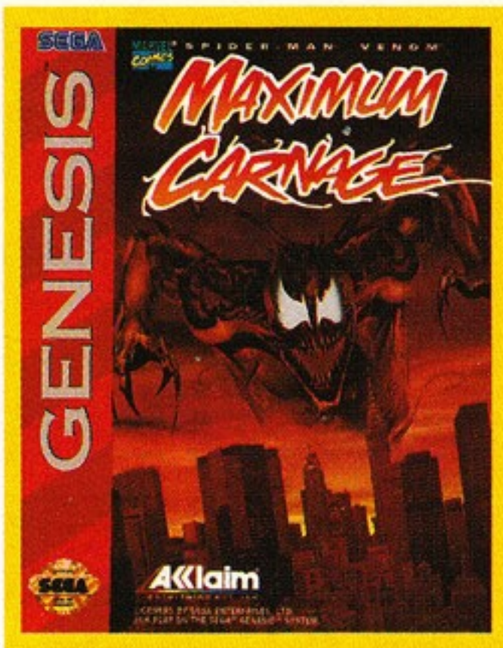
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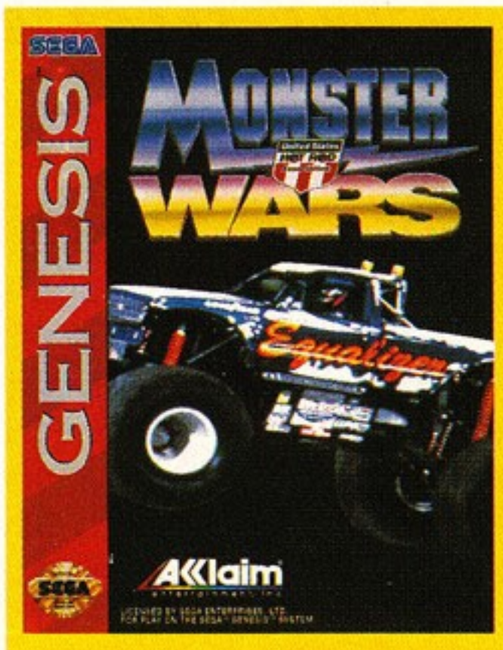
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PRESS START

3DO UPGRADED TO 64-BIT IN 1995!

EGM has learned from it's sources that 3DO will be upgrading its current REAL system to 64-Bits in late 1995.

This upgrade will make the 3DO a full-blown 64-Bit machine. Not only will it have specifications vastly superior to those of the current 32-Bit system, but it will also be significantly better than those of the highly touted Sony PlayStation!

More specifically, besides going from 32-Bits to 64-Bits of power, the clock speed will be bumped up to the pentium range—68 mHz. In addition, the systems bus bandwidth will be an unbelievable 400 Mb per second wide. This, it should be known, is three times greater than the current spec being talked about for Sony's PlayStation. Another bonus will be the fact that the current add-on MPEG-1 cart may be built in. When the MPEG-2 standard is finally agreed on, the new system will be ready for it via another optional plug-in cart. One of the big specs, being talked about by Sony and Sega (Saturn), is the number of texture-mapped polygons that can be rendered per second. The new 64-Bit 3DO will be able to approach and hit the magical 250,000 number. Ancillary specs include 100,000,000 pixels per second, 150,000 triangles per second, and texture mapping done in hardware rather than software. All system specs are preliminary at best and none have been confirmed by 3DO.

Owners of current 3DO's, or those players who plan to buy the present machine, will not have to worry about any type of hardware incompatibility as everything discussed here will be built into an upgrade cartridge that will plug into the side of the current machine! This cart, sources indicate, could be as inexpensive as $100, but analysts point out that it could go as high as $250.



The existing 32-Bit 3DO REAL system will be upgraded to 64-Bits through the addition of a plug-in cart!

While some sources indicate that 3DO will be bringing out a whole new machine, people inside 3DO are indicating that this upgrade will only be done via the add on cartridge.

When we contacted the 3DO company for comment, Bob Faber, for the record, could only state that they could neither confirm nor deny any of the above information. Other officials at 3DO stated that a formal announcement regarding any possible upgrade will be made within the next two months.

These officials almost acknowledged the plug-in module upgrade concept when they told us: "When we think about ways of upgrading capabilities in the system, we think about things in the fashion of a digital video module. And when you get it [the expansion module] this allows you to use software that allows you to use that capability. You know, so that it becomes just another feature of the system. It is almost the same as adding a memory card, some of the software can take advantage of it and when you buy the card you can use that feature."

For the record Bob Faber did say: "If you're a gamer and you really care about the very best gaming experience then 3DO today is a very safe purchase for you. We know that 3DO is the best system today and the 3DO system that you buy today will continue to be the best one tomorrow."

He went on further to say: "It is a fair speculation that 3DO is always looking at new technologies and we intend to respond appropriately whenever our competition decides they are going to catch up to where we are today."

> **"If you're a gamer ... then 3DO today is a very safe purchase for you ... 3DO is the best system today and the 3DO system that you buy today will continue to be the best one tomorrow."**
>
> **— Bob Faber 3DO**

Some pretty heavy words here. Of course we all will have to wait a couple of months to really see what 3DO is planning for 1995, but for now the main point that 3DO is trying to make is that, no matter what happens in the future, they never will make their older game system obsolete. More next month!

THE DEATH AND RETURN OF SUPERMAN™



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The Super NES Game from Sunsoft™
Available Now!









SUPER NINTENDO ENTERTAINMENT SYSTEM

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NEVER LOAN OUT YOUR 'STICK.

"Hey, Billy, since you're gonna be away, can I borrow your Fighter Stick for a few days? I promise—I'll take *real* good care of it..." That's how it starts. Then days turn into weeks, and the next thing you know, you and your former best friend are duking it out on the People's Court. One look at the Fighter Stick, and you'll know why. There's enough power here to change a person, to make 'em untrustworthy, even. There's Turbo-Fire and Auto-Turbo, with up to 36 shots per second. And super slow-mo lets you digest those really tough moves. So, quit wrestling with those boring, wimpy control pads — reach for the Fighter Stick SN for the Super NES or the Fighter Stick SG-6, for Sega-Genesis and Sega-CD.

ASCIIWARE™





IT'S HOW TO WIN!

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